No.1 FOR PLAYSTATION 2®

PSM2

NEW GAMES!

ONIMUSHA 2
MIND-BLOWING! Must-see shots of the sharper sequel.

DEAD TO RIGHTS
MURDERER! We go on the run in Namco's new thriller.

SOUL REAVER 2
EXCLUSIVE! First play of PS2's legendary adventure.

VIRTUA FIGHTER 4
REVEALING! The secrets of Sega's masterpiece exposed.

356 Tips, codes & cheats! We'll make you great at games!

"WE'VE PUSHED PS2 TO A WHOLE NEW LEVEL..."
Spy Hunter's creators speak out – pg126

PS2's ON-LINE FUTURE
We guide you step-by-step.

EXCLUSIVE!

SSX TRICKY

Huge hair – bigger air! Hot new info on PS2's coolest game!

ONLY IN PSM2

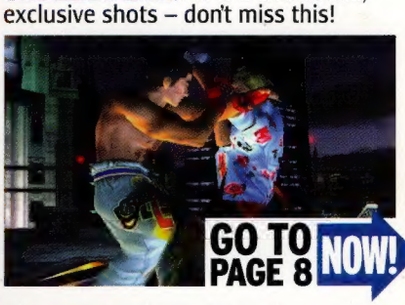
27 pages of razor-sharp, uncompromising reviews!

34 jaw-dropping new games unveiled – awesome shots!

F1 2001
We get to the heart of the bugs in the finished code – pg20

EXCLUSIVE!

TEKKEN 4
UNBELIEVABLE! All the characters, exclusive shots – don't miss this!



GO TO PAGE 8 NOW!

AUGUST 2001 Issue #12 £3.99
future publishing
Media with passion
9 771471 496012 08

'THE BEST ACTION GAME
ONIM
MISTAKES WILL
A CAPCOM PRODUCTION A GAME BY KEIJI INAFUNE SAMANOSUKE AKECHI NOBUNAGA ODA KAEDE
WRITTEN BY FLAGSHIP GUEST CREATOR TAKESHI KANESHIRO PRODUCER KEIJI INAFUNE DIRECTOR JUN TAKEUCH
COMING TO A PlayStation.2 NEAR YOU
© CAPCOM CO., LTD 2001 © CAPCOM U.S.A. 2001 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO. LTD. ONIMUSHA is

registered trademark of CAPCOM CO., LTD. ALL RIGHTS RESERVED. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

NEW GAMES!

EVERY PLAYSTATION 2 GAME IN THIS ISSUE OF PSM2

PSM2 COVER GAME! PG22

SSX TRICKY: All the details from EA's bigger, faster and harder follow-up to PS2's first, and best, killer title.

YOUR QUICK FLICK GUIDE!

GAME NAME	PAGE	SECTION
Age of Empires 2	51	Overload
Alex Fergusons Player Man.	53	Overload
Bloody Roar 3	96	Pro Tips
C.A.R.T. Fury	73	Reviews
	96	Pro Tips
Crazy Taxi	112	Pro Tips
Dark Angel	52	Overload
Dave Mirra Freestyle BMX 2	51	Overload
Dead to Rights	38	Coming Soon
Deus Ex	51	Overload
Driven	31	Coming Soon
Ephemeral Fantasia	68	Reviews
Escape from Monkey Island	62	Reviews
Extermination	98	Pro Tips
Extreme G3	52	Overload
F1 2001	20	Feature
Freak Out	44	Coming Soon
The Getaway	30	Coming Soon
Gift	80	Reviews
Good Cop, Bad Cop	53	Overload
GTC: Africa	53	Overload
Half-Life	50	Overload
Herdy Gerdy	52	Overload
International League Soccer	78	Reviews
ISS	101	Pro-Dojo
Jade Cocoon 2	53	Overload
Klonoa 2	96	Pro Tips
Knights	53	Overload
La Femme Nikita	53	Overload
Lego Racers 2	53	Overload
Le Mans 24 Hour	70	Reviews
Max Payne	43	Coming Soon
Metal Gear Solid 2	98	Pro Tips
MTV Music Generator 2	104	Pro Tips
MX Rider	31	Coming Soon
Onimusha 2	29	Coming Soon
Ozzy's Black Skies	51	Overload
Red Faction	108	Pro Tips
Rumble Racing	97	Pro Tips
Silent Hill 2	34	Coming Soon
Silent Scope 2	40	Coming Soon
Soul Reaver 2	48	Coming Soon
Splashdown	30	Coming Soon
Spy Hunter	126	Interview
SSX	98	Pro Tips
SSX Tricky	22	Cover Game
Summoner	98	Pro Tips
Tekken 4	8	Defining Moment
Thunderstrike	51	Overload
Tokyo Bus Driver	82	Reviews
UEFA Challenge	74	Reviews
Virtua Fighter 4	28	Coming Soon
Wave Riders	53	Overload
Wild Arms 3	53	Overload
World Champ. Snooker	46	Coming Soon
Xenosaga	53	Overload

What PSM2 stands for...

If you're reading this, you, like us, clearly give a damn about the little details. It's that level of detail which PSM2 is all about. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2*, watch the sun set on your village in *Dark Cloud*, and floor an Audi TT around central London in *The Getaway*. PSM2's all about cracking 268 in *Tekken Bowl*, getting a review score totally *right*, staying up too late and the brilliance of THAT blue light. It's your fat-free guide to the Emotion Engine experience.

What PSM2 isn't about, is piss-poor, seen-it-before features on girls 'n' games or game violence. It's not about *those Japs* being mad or D-list celebrities playing some random title. Instead, we'll cut out the usual clichéd trash and get on with the stuff that matters to PS2 people.

We know more than anyone else about PS2 and PS2 gaming, and all the journalists that write for the magazine are the most informed and passionately honest game fans you'll meet. PSM2 plays longer, harder, faster than any other mag. You won't be bored for a second.

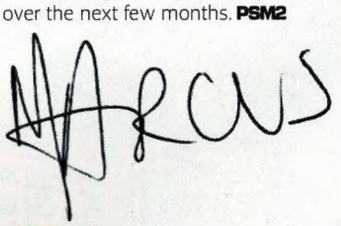
No.1 FOR PLAYSTATION 2
PSM2
NEW GAMES!
ONIMUSHA 2
DEAD TO RIGHTS
REAVER 2
VIRTUA FIGHTER 4
356
Tips, codes & cheats! We'll make you great at games!
PS2's ON-LINE FUTURE
We guide you every step
EXCLUSIVE!
SSX TRICKY
Huge hair – bigger air! Hot new info on PS2's coolest game!
ONLY IN PSM2
27 pages of razor-sharp, uncompromising reviews!
34 jaw-dropping new games unveiled – awesome shots!
F1 2001
We get to the heart of the bugs in the finished code – pg20
EXCLUSIVE!
TEKKEN 4
GO TO PAGE 8 NOW!

I THINK WE'VE ALL HAD A TOUCH OF THE 2AMS THIS MONTH. THERE'S TOO MUCH GOING ON TO SLEEP.

***MTV Music Generator 2's* been my chosen method of shuteye deprivation. After finally easing the worn office copy from Dan's tiny, DualShock 2-shaped grip, I spent an entire weekend recently hauled up in my front room, putting down tracks and layering them up. If you've been doing the same, you'll know the feeling when, at 2:30am on a Sunday morning, you realise there's still so much to work into your garage chartbreaker, but, *hell*, the crowds at Creamfields can wait. Mattress can't.**

It's hard to think how the team at Jester Interactive got any work done – the distractions must have done their nuts in. Actually, spare a thought for the KCEJ guys preparing *Metal Gear Solid 2* for everyone this winter...

In fact, here at PSM2 we're working long through the summer nights, in order to evolve and become an even richer source or PS2 information and opinion. Last issue saw us reworking Pro Tips to give you even more gaming advice, while this issue sees our DVD getting a stunning look and feel. Watch out for even more exciting developments in the world of PSM2 over the next few months. **PSM2**



Marcus Hawkins Editor
marcus.hawkins@futurenet.co.uk

IN A NUTSHELL

PSM2 is...

... intelligent, enthusiastic, comprehensive, escapist, entertaining. Japanese savvy, it's written and read by committed gamers and is passionately honest about PlayStation 2. It also likes to make its readers laugh out loud.

PSM2 is...

... the place to come for the quirky and non-mainstream side of PlayStation 2, as well as the big name games. It knows as much about *Baki the Grappler* as it does about *Tekken Tag* – if you read PSM2 you *will* know more.

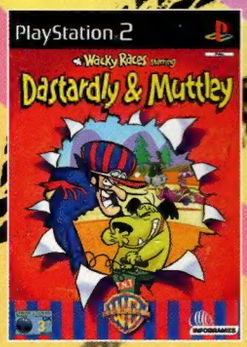
PlayStation 2

PlayStation

"Muttley...69*!%!!"

Wacky Races starring

Dastardly & Muttley



www.wackyraces-games.com

Dastardly & Muttley - Racing onto PlayStation 2.

INFOGRAMES

DASTARDLY & MUTLEY AND THE WACKY RACES and all related characters and elements are t...

2001 © INFOGRAMES. "PlayStation" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

PLAYSTATION 2 MAGAZINE

PSM2

CONTENTS

PLAYING PS2 LONGER, HARDER, FASTER

コンテンツ

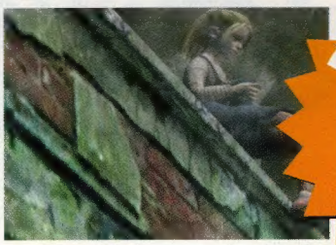
コンテンツ

ALL-NEW SSX!
JUST 16 PAGES AWAY
GO THERE NOW!

PAGE 22 SSX TRICKY

Out and down on the courses of PS2's smoothest ride. We've got new shots, we've got the latest news straight from the developers' mouth, and we've got the scars to prove there's no-one who loves this game more.

ESCAPE FROM MONKEY ISLAND ... PAGE 62
Threepwood's back. Find out if you should be bothered.



SILENT HILL 2 ... PAGE 34
Tourist information for those mad enough to visit.

27
MEATY SLABS OF PRIME REVIEW!
COME ON, TUCK IN ON PG60...

VIRTUA FIGHTER 4 ... PAGE 28
New characters and special moves - we've got 'em.

ONIMUSHA 2 ... PAGE 29
We unveil astonishing images and info on the killer sequel!

DEAD TO RIGHTS ... PAGE 38
Namco get themselves dirty with a killer cop - new shots!

SILENT SCOPE 2 ... PAGE 40
More than just an afternoon's entertainment? Find out.

MTV MUSIC GENERATOR 2 ..... **PAGE 104**
Perfect song creation ideas from the man who made it.

UEFA CHALLENGE ..... **PAGE 74**
"I give you the best," says Figo. But does he? Full review.

EPHEMERAL FANTASIA ..... **PAGE 68**
We play Konami's brand new RPG to death.

16 ON YOUR DVD

With a brand new interface and more cutting edge game action than is probably healthy in one sitting, this issue's PSM2[TV] is the best yet. Escape into the world of PlayStation 2 for an hour or so...

For more info pg16

HIGHLIGHTS INCLUDE:

Metal Gear Solid 2 ..... Preview
Devil May Cry ..... Preview
Spy Hunter ..... Preview
Jak and Daxter ..... Preview
Maelstrom ..... Preview
Crazy Taxi ..... Tips

PAGE 08 TEKKEN 4

The fourth King of Iron Fist tournament begins. PSM2 takes you close to the action with new characters, strategies and shots...

>INDEX シクミカノ

THIS MONTH IN PSM2

18 F1 2001

PSM2 SORTS IT ... 20

After the deluge of mail we received regarding the problems PSM2 readers were finding with their finished code, we head to Sony to find out just what they plan to do about it.

28 COMING SOON

SILENT HILL 2 34

We take you through the first playable version and reveal some of the grotesque set-pieces that're waiting for you. Don't miss the DVD trailer...

SOUL REAVER 2 48

It's the middle of summer and we bring you yet another dark, deeply worrying game to relax with. Ah well, at least it's shaping up to be another stormer. Exclusive first play.

Dead to Rights 38
Silent Scope 2 40
Max Payne 43
Freak Out 44
World Championship Snooker 46
Half-Life 50
Dave Mirra Freestyle BMX 2 51
Deus Ex 51
Thunderhawk 51
Ozzy's Black Skies 51
Age of Empires 2 51
Dark Angel 52
Extreme G3 52
Herdy Gerdy 52

EVERY ISSUE

Defining Moment 8
Letters 12
Absolute PS2 91
Subscriptions 118
Bog Read 122
Next Issue 129
Last Laugh 130

58 FEATURES

PS2 ON-LINE 54

After unveiling Sony's plans for PS2 Internet access, Hard Drive and on-line gaming last issue, we now bring you an in-depth guide to the Broadband revolution and what it means for you.

INTERVIEWS

Michael Gottlieb
Spy Hunter 126

60 REVIEWS

ESCAPE FROM MONKEY ISLAND 62

LucasArts follow up *Star Wars: Starfighter* with the latest in their brain-achingly puzzling *Monkey Island* series. We play it from start to finish.

EPHEMERAL FANTASIA 68

Konami's new RPG where the guitar is mightier than the sword and time just keeps repeating and repeating and...

Le Mans 24 Hour 70
C.A.R.T. Fury 73
UEFA Challenge 74
International League Soccer 78
Gift 80
Tokyo Bus Driver 82

100 TIPS

MTV MUSIC GENERATOR 2 104

Tim Wright, ex-Psygnosis guy (and the man who created the soundtrack to *WipEout*) shows you how to get the the most from his latest creation...

Rumble Racing 97
Red Faction 108
Crazy Taxi 112

DVD
The pick of this month's DVD releases reviewed 84

PSONE REVIEWS 86
Your backward compatible guide to this month's cream of the PSone crop, including World's Scariest Police Chases and Evil Dead: Hail to the King...

ON THE COVER

20 SSX TRICKY

Super-fresh, super-fly – the magazine that broke *SSX* to the world unleashes its sequel. Loads of screenshots, course breakdowns, new character details and world exclusive up-to-the-minute info direct from the development studio!

28 TEKKEN 4

PSM2 gives you more screens, more facts, more *opinion* than any other mag. We know *Tekken* better than anyone else.

33 PS2 GOES ON-LINE

Confused by the whole Broadband t'ing? Don't be – we show you how easy it'll be to get your PS2 on-line...

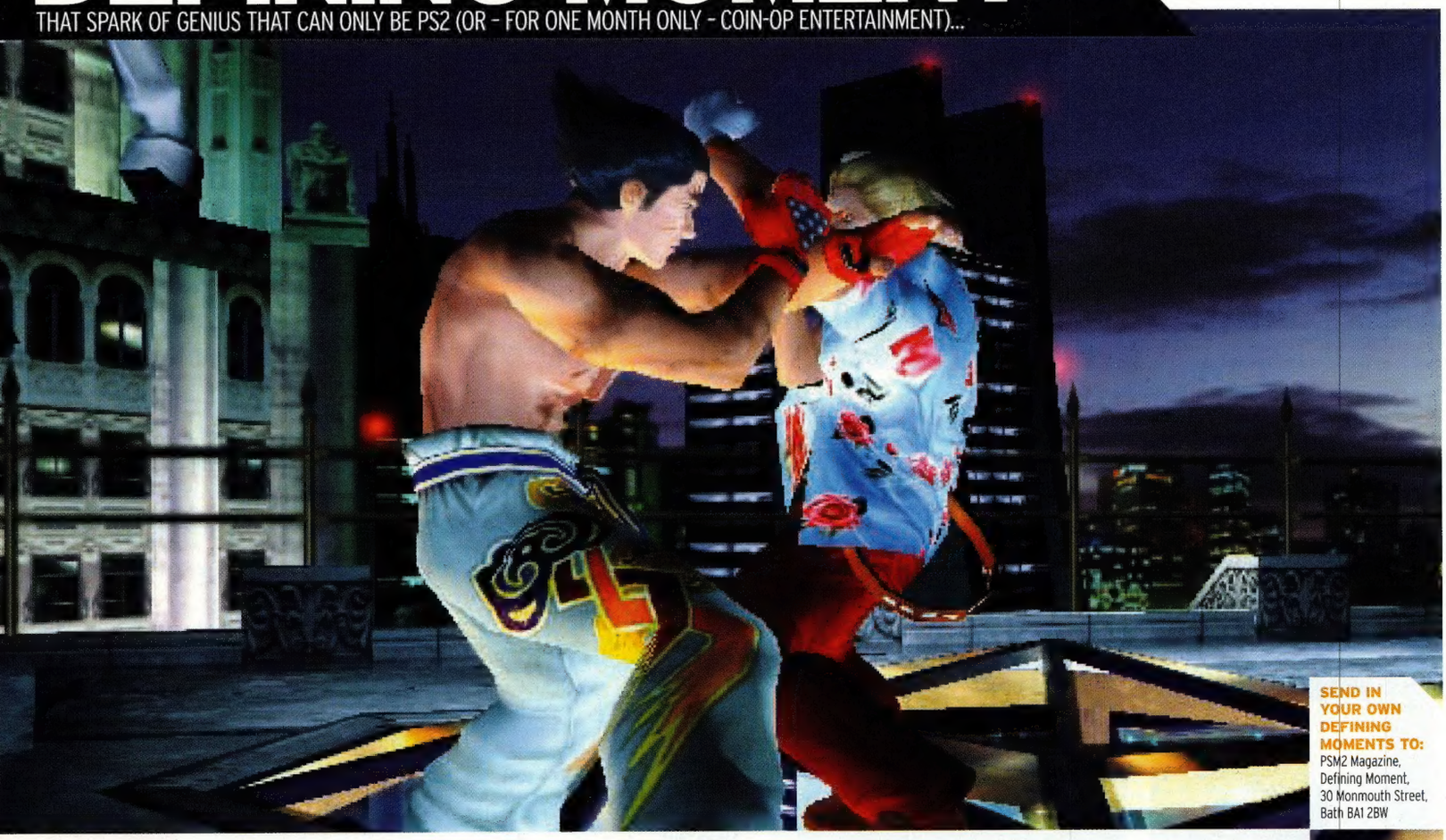
30 SPY HUNTER

Behind-the-scenes on the hugely anticipated next-gen update of Midway's classic chase-em-up.

ISSUE #12
"BIG HAIR - BIGGER AIR"
Yes, there's a stack of sequels on the horizon - *GT3, MGS2, Silent Hill 2...* - but most are of a high calibre. There's one that stands a ginger afro above the rest, though - *SSX Tricky*. It's righteous, mon.

DEFINING MOMENT

THAT SPARK OF GENIUS THAT CAN ONLY BE PS2 (OR – FOR ONE MONTH ONLY – COIN-OP ENTERTAINMENT)...



SEND IN YOUR OWN DEFINING MOMENTS TO:
PSM2 Magazine,
Defining Moment,
30 Monmouth Street,
Bath BA1 2BW

#12 CATCHING THE FIRST GLIMPSE OF THE ALL-SINGING, ALL-DANCING TEKKEN 4

It's the moment every red-blooded gamer's been waiting for – the best beat-em-up in history's fourth outing (in the arcades initially). Here's what's changed in Namco's masterpiece...

Name Joel Snape
Age 22
Occupation Staff Writer, PSM2 Magazine

Why the excitement? I wasn't that impressed by *Tekken Tag*.
Yes, but that wasn't a proper sequel – more of an update. The *Tekken* series – lacklustre tag episode aside – has redefined the beat-em-up genre again and again. It's a franchise that combines instant appeal with eye-bleeding obsession and competitiveness. In the 3D arena, it's easily the greatest fighting game of all time. And the *true* successor to *Tekken 3* – the first proper instalment of the series which looks likely to hit PS2 – is set to make it even better.

I'm intrigued. Do go on.
Rather than the infinite stages of previous *Tekken* games, each arena will now have boundaries. Imagine the satisfaction of catching your opponent with a perfect ten-string while cold, unyielding concrete keeps them propped up. In the dodgily-translated words of Namco – "Whoever controls the walls will control the match." They haven't confirmed whether you'll be able to smash the scenery *DOA2*-style, but the screenshots provide a teasing glimpse of what looks like a skylight giving way. Combine that with the traditional tweaks to a near-flawless combat system, and you'll have the most viciously satisfying scrimmages ever seen. **PSM2**

"IN THE 3D ARENA IT'S EASILY THE GREATEST FIGHTING GAME OF ALL TIME. AND THE TRUE SUCCESSOR TO TEKKEN 3"

PREVIOUS PSM2 DEFINING MOMENTS

#01 TEKKEN TAG INTRO SEQUENCE
The first glimpse of PS2's awesome graphics engine.

#02 THE METAL GEAR SOLID 2 TRAILER
Hideo Kojima lays down a simply stunning challenge.

#03 WHEN YOU WANDER OFF-PISTE IN SSX
The massive gameplay potential of PS2's first killer app.

#04 SEEING THE DETAIL IN GRAN TURISMO 3
It's real! Christ, we've never seen anything like it.

#05 THE THIRD PLACE
David Lynch interprets Sony's vision with startling results.

#06 PLAYING METAL GEAR SOLID 2
Snaaaaake! Everything you heard... is true.

#07 HANDS-ON WITH STAR WARS: STARFIGHTER
Gameplay *and* graphics? It's a thing of beauty.

#08 THE EMOTIONS OF ONIMUSHA: WARLORDS
The sly smile; the looks of fear and concern; the *reality*.

#09 GORILLAZ ON MTV MUSIC GENERATOR 2
PS2 gets brushed with hipness. Sound.

#10 GETTING TO GRIPS WITH THE NTSC GT3
Racing victory's never been as hard or as sweet as this.

#11 NETSCAPE RUNNING ON PS2
Going global as Sony reveal their on-line set-up.

DON'T MISS

GAMES THAT DEFINE PS2...

SSX TRICKY pg22
SILENT HILL 2 pg34

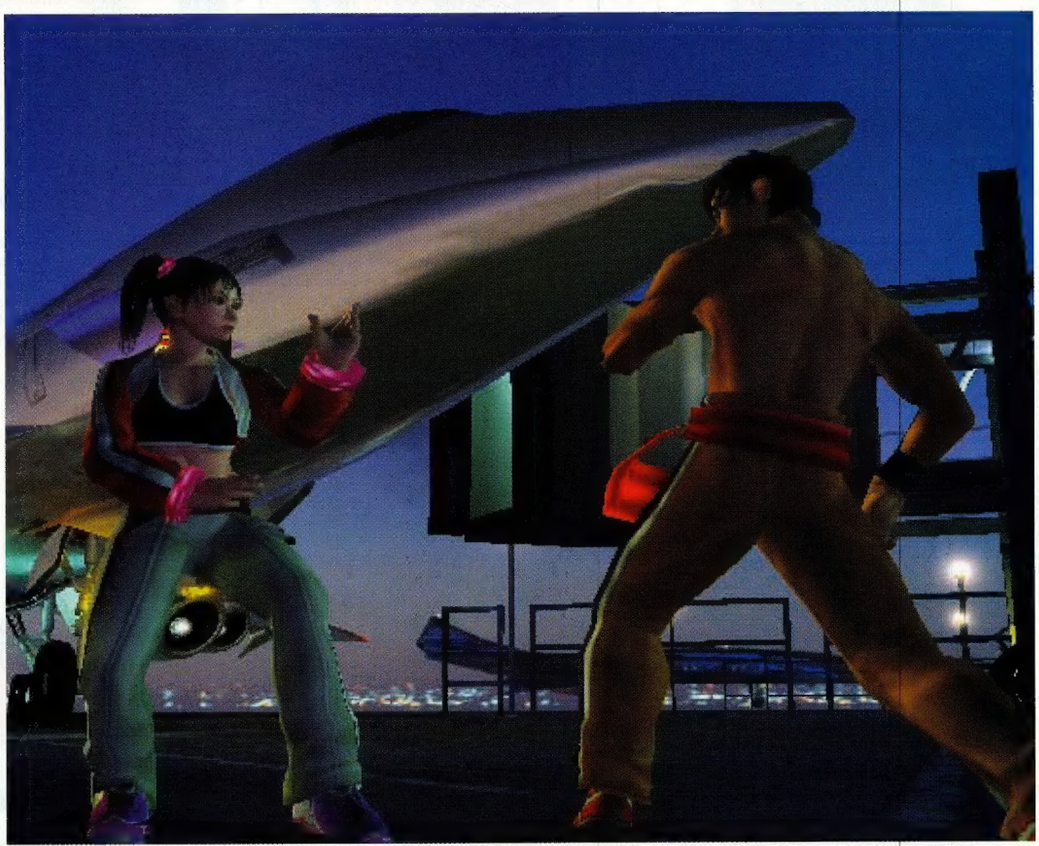
THE STORY

It's been two years since the last King of Iron Fist Tournament. Jin defeated True Ogre, but then he was gunned down by Heihachi as part of the Mishima Zaibatsu's attempt to splice Devil DNA and Ogre blood together. Unfortunately for the old man, his grandson morphed into a devil, smashed him through a wall and flew off – as you'll no doubt recall from Jin's ending in *Tekken 3*. Since then, Kazuya – another Mishima with devil blood – has been resurrected by the mysterious G-Corporation, and he's trying to harness the evil inside him to take over his father's dynasty. Heihachi, naturally, decides there's only one way to resolve this – with the biggest scrap of all time...

THE SYSTEM

The most important change to *Tekken's* finely honed fighting system is the need to be aware of your surroundings. According to Namco: "Each match will start with trying to understand the space you are in and taking a good position." Some stages will be fairly open, others will feature narrow spaces and obstacles to contend with. The arenas we've seen include a spacious airport, a dense jungle, a shopping mall and an enclosed garage.

To prevent matches becoming one-sided, the 'position change' system provides a nifty way of escaping from corners. The side moves have been made more effective – expect to see more in-fighting at close range. Finally, each character's moves will be tweaked to make matches more even. We've already heard that Kazuya is weaker than his previous incarnations, but then, he *was* thrown into a volcano at the end of *Tekken 2*...



FIGHTING TALK

WALLS

Your step-by-step guide to the new gameplay elements in *Tekken 4*. Here's how the characters interact with the scenery around them.

1: Kazuya belts Steve into a wall with his Gut Buster. **2:** Steve hits the concrete and bounces off. Ouch. **3:** Kazuya leaves Steve to fall, instead of kicking. **4:** Leaving him vulnerable to a vicious down attack.

DEFINING MOMENT

THAT SPARK OF GENIUS THAT CAN ONLY BE PS2 (OR - FOR ONE MONTH ONLY - COIN-OP ENTERTAINMENT)...

THE CHARACTERS

The character selection screen we've seen shows the ten characters – including new fighters Christie Monteiro, Steve 'formerly-known-as-Dean-Earwicker' Fox and Craig Marduk. Christie's similar to Eddie Gordo, but the other two will bring completely new fighting styles to the genre – boxing and Vale Tudo (or 'Anything Goes' in Portuguese). It doesn't stop there – the character selection screen shows ten blank spaces, suggesting that there'll be 20 characters in all, although we wouldn't rule out more being added in the traditional time-release style.

CHRISTIE MONTEIRO

Fighting style: Capoeira
Age: 19

Christie is the granddaughter of the Capoeira master who taught the style to Eddie while he was in prison – making him swear to pass his teachings on to her. Eddie disappeared while looking for his father's murderer and Christie, naturally, decided to join the King of Iron Fist Tournament.

KAZUYA MISHIMA

Fighting Style: Mishima Karate
Age: 49

Looking surprisingly perky after being thrown into a volcano, Kazuya was revived by the G-Corporation, shortly before their base was attacked by Mishima troopers. Heihachi wants Kazuya's DNA, Kazuya just wants his dad's blood. Apparently they've both been toned down to make them less dominant.

STEVE FOX

Fighting style: Boxing
Age: 21

Steve's the first British character to make it into a *Tekken* game – a world-class middleweight boxer on the run from the Mafia. The whereabouts of his parents aren't clear, and he doesn't know how he got that rather nasty scar on his arm. Another new-comer with plenty of baggage, then.

KING

Fighting Style: Lucha Libre
Age: 30

The heir to the leopard's head mask, raised and trained by Armor King after growing up in an orphanage. Unbeknownst to Craig, he's also the bloke who busted him out of prison and invited him to the tournament – presumably with revenge for his former master on his mind.

HWOARANG

Fighting Style: Taekwondo
Age: 21

After suffering his first ever loss to Jin in the last tournament, Hwoarang was drafted into the Korean military, but can't seem to get his mind off the tournament. He's back, looking a lot surlier than he did in *Tekken 3* and vowing to defeat the Mishimas.

LING XIAOYU

Fighting Style: Hakke Ken
Age: 18

After the last tournament, Ling went into training at the Mishima Zaibatsu – until she got an e-mail warning her about Heihachi's 'evil intentions'. Could it have been from former classmate Jin – now missing? And will Heihachi finally build that fairground she's always wanted? Probably not.

YOSHIMITSU

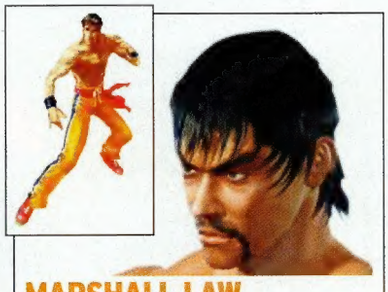
Fighting Style: Manji Sword
Age: Unknown

Despite looking increasingly like Skeletor, Yoshi's actually one of the nicest blokes in the tournament. He's trying to unite his own organisation – the altruistic Manji clan – with the Mishima Zaibatsu, to help political refugees. How this ties in with him being a space ninja isn't entirely clear.

CRAIG MARDUK

Fighting style: Vale Tudo
Age: 28

The bruiser – Craig got himself banned from Vale Tudo tournaments for being too thuggish and then killed Armor King in a bar fight. After spending two years in prison, he was mysteriously released and given a ticket to the next King of Iron Fist Tournament, but he doesn't know who's responsible...



MARSHALL LAW

Fighting Style: Jeet Kune Do
Age: 48

After sitting out the last tournament in favour of running his restaurant, Law lost his business to a competitor and descended into alcoholism. Thankfully, he's found new purpose in training to punch people in the head, and now he's back – sporting a fetching porn-star 'tache.

PAUL PHOENIX

Fighting Style: Judo
Age: 48

Paul defeated Ogre in the last tournament – but then went off to celebrate, not noticing that his opponent had morphed into True Ogre for the last fight against Jin. He's been calling himself the champion, but no-one believes him.

FIGHTING TALK

SIDE MOVES

Instead of moving laterally, *Tekken's* sidestep are now more circular – taking you closer to an opponent who's mistimed his move – into what Namco calls the 'dead angle'. Observe.

1: The fighters shuffle for position before committing. 2: Paul tries the Phoenix Smasher but Kazuya's ready. 3: He dodges, and Paul's move misses easily. 4: Kazuya's in perfect range to attempt a throw.

TEAM TEKKEN

Once a fighting style's been included in a *Tekken game*, Namco tend to keep it, but, other than that, there are no guarantees. Here we consider the fates of the *Tekken* regulars – should they stay, or should they go?

I NEED MORE!
Can't sate your lust for *Tekken* knowledge? Try Namco's official site. Better yet, hit the Tekken Zaibatsu for daily updates with an almost worrying level of devotion to the God of Iron Fist.
www.namcoarcade.com/tekken4
www.tekkenzaibatsu.com

TEKKEN OVER

The veterans of the tournament circuit. They'll always be there.

HEIHACHI MISHIMA Not officially announced yet – but the tournament can't go ahead without its sponsor.

NINA WILLIAMS The original femme fatale – with the series since the start, and unlikely to leave now.

LEI WULONG *Tekken's* own version of Jackie Chan – it really wouldn't be the same without him.

KUMA Paul's loveable, furry nemesis – almost certain to be biting heads and pawing groins in part four. Aww.

DEVIL There's bad blood in the Mishima dynasty – odds are that one of them'll turn purple before the credits roll.

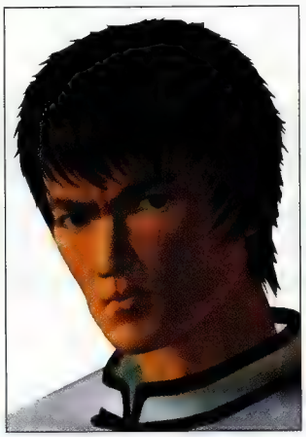
TEKKEN TO HEART

Not dead certs, by any means – but we'd like to see them.

LEE CHAOLAN The infinity kick *and* a cool tux. *Tekken's* classiest bloke – made much harder by his Hitman stance.

GANRYU There's something endearing about the portly chap – possibly his Mega Upper-Sumo squash combo. Oof!

JIN KAZAMA Shot by his grandad and currently MIA – surely he'll return to face down his megalomaniacal relatives?



FORREST LAW None of the *Tekkens* have featured both generations of Laws – even *Tekken Tag* missed Marshall out.

WANG JINFREY The wobbly old man with the eye-wateringly high kicks – who doesn't have a soft spot for Wang?

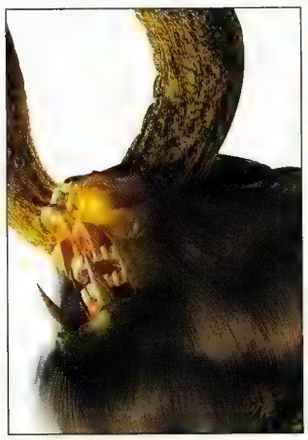
TEKK 'EM AWAY

The characters none of us ever want to see again. Don't you agree?

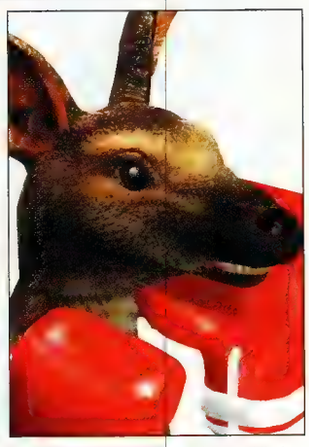
GUN-JACK After Jack and Jack 2, we couldn't help thinking that this was one slow, clunky character too many.

MOKUJIN As a random character, Unknown was OK. But a wooden puppet with leaves sticking out of it? Jeez.

BRUCE IRVIN Murderer of Lei's partner yet friend of small children – one character who never seemed comfortable in the *Tekken* mythos.



OGRE The God Of Fighting wasn't captured in the last tournament – but he was absolutely awful. Ditch him.



ROGER AND ALEX Yes, there's a bit of novelty in playing as a boxing kangaroo, but they aren't exactly old favourites, are they?

FIGHTING TALK

POSITION CHANGES

"Continuous tension and excitement are the basis and pleasure of fighting games," say Namco. So even when you're trapped, don't resign yourself to defeat – use this new counter to your advantage.

1: You can't sidestep out of this one, but don't despair... 2: Your opponent comes at you, but you're waiting. 3: A deft counter-move gets you out of harm's way... 4: Leaving them in the corner with their back to you.

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

FREE PS2 GAME!

From now on, each issue will see the author of the Star Letter being lucky enough to receive the PS2 game of their choice from those beautiful people at Electronics Boutique. Simply tag which game you'd like to the bottom of your letter and, if you're lucky, Electronics Boutique will be sending you a copy to your door. We're too good to you people. Now get writing...

STAR LETTER

"WAS SHADOW OF MEMORIES A COMPLETELY NEW AND INNOVATIVE EXPERIENCE?"

Dear PSM2

Shadow of Memories. It would seem that half the gaming public believes it's a great game, while the other half has been left in deep disappointment.

Was the game good or bad? I don't think that's the question. Was *Shadow of Memories* a completely new and innovative experience? Yes, without a doubt. What Konami did is what every producer should be trying. PS2 is all about new experiences and emotions – if developers don't take risks we will all be left with emotions untouched in the console world.

We – the gamers – need to be more open to new ideas. If we just stick to what we know, developers will continue to churn out sequels, and we could miss out on some truly awe-inspiring games.

Sean Morgan
Liverpool

We liked it. Nothing like a quiet night in being repeatedly, and despicably murdered. Very calming. Junko Kawano, *Shadow of Memories*' Director, set out with an unique vision, one which, as you rightly say, split the gaming community. What we believe is that her idea will now be taken on-board by others who share her ambitious vision about immersive gaming and improve on it. That, as far as we can tell, can only be a good thing. Enjoy your awe-inspiring copy of *TimeSplitters*, Sean.

This is your chance to air your views on the hot potato of the moment: *What came out of the E3 show that violently removed your socks?*

E-MAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

SCANT CONSOLE-ATION

Dear PSM2

Have I bought and read every issue of PSM2 – yes. Do I own a PS2 – no. "Why is this?" I hear you ask.

Firstly your mag is quite the finest read my local newsagent has to offer, full of detailed pics, fair reviews and the pursuit of knowledge, information and the truth on behalf of your faithful readers. However, the price of a PS2 has made it just out of reach of many, many people like myself. We all want one but not all of us have a spare £300 to spend. I don't expect Sony to consider things like this when they decide on the price, but shouldn't we as the consumers stand up and say "NO! We will not pay over the odds!" and with our collective power, we can make Sony bring down the price of PS2 to within the reach of everyone. So, my brothers, stand with me, stop purchasing until they make The Third Place a place for all.

Robb (PS2-less) Leacy
Bolton

Sony understand well enough the importance of a broad user base, and yes, to an extent, the price is high. But they're hardly likely to cut their own throats quite yet.

However, Robb, if you look hard enough you can probably still pick up a standalone PS2 for just under £270 at the moment (PSM2 predicts a PS2+*GT3* bundle launching at the original £300 price-point in the very near future...)

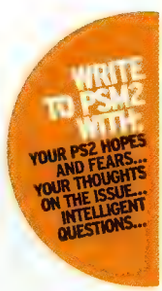
CAB SHALLOW WAY

Dear PSM2

Is there any point to *Crazy Taxi*? I bought it and within the first hour I'd completed all of the Crazy Box. What's the point of the Original and Arcade? I went into each of them and got an S ranking – the highest you can get – in 20 minutes. When you've done this it says 'Game Over'. What's the gaming world coming to? Hopefully you'll know.

Andrew Mears
Via e-mail

Oooo, get you. The point of *Crazy Taxi* is that it's a blinding romp of an arcade game with a compromised lifespan. To suggest that you completed the whole game in a couple of hours could have more to do with your approach to gaming (and ability) than the gaming world. Find yourself a new challenge, or simply start renting games.



VIRAL AFFECTION?

Dear PSM2

In Letters, PSM2#10, Duncan De Salis talks about how the HDD is supposed to improve not only the PS2's performance, but also provide faster access to the Internet. But won't this leave PS2 open to downloading viruses onto the hardware system? I don't think that I'd be willing to connect £300 of machinery up to the Internet unless Sony can guarantee that access will be virus-free, and I can't see how they can prevent this from happening.

Sushil K Mahey
Wolverhampton

To answer your question, Sushil, and everyone else who's inundated us with mail concerning HDD, Broadband and all related gubbins, check out our comprehensive feature on pg54.

USB GOT THAT VIBE

Dear PSM2

Things are looking good for PS2. I can hardly wait for *Red Faction*, *Soldier of Fortune* and *Half-Life*, with their keyboard/mouse compatibility, but normal USB keyboards/mouse don't have any of DualShock 2's special features. Will Sony, or anyone else, release PS2 versions with complete analogue and vibration functions on all buttons? Precision is important in a first-person shooter, but will we have to lose these factors in exchange for it?

Adrian Chetcuti
San Gwann, Malta

Hmm... a vibrating keyboard sounds possible, but a vibrating mouse? You'd reprogram it with a lump hammer after a minute.

TIME GENTLEMAN, PLEASE...

Dear PSM2

Just read an article in Time Magazine. Quote: "GameCube and Xbox have chopped in half the time it takes to program a game – at least compared with the PS2, whose emotion engine system is so arcane that it has left developers badly burned."

I bought a PS2 out of brand-loyalty as a PSone owner. I've loved games such as *SSX* and *Quake 3 Revolution*, not to mention getting frothy at the mouth looking at *GT3*, *Red Faction* and *Onimusha*. So, is my PS2 about to be made to look silly by the new consoles on the block or is it just a case of developers having a whinge? I'm happy.

Simon Dickson
Leysin, Switzerland

Developers whinging? Perish the thought. After Xbox's disappointing show at E3 and our shower of incredible PS2 titles from LA, you've every right to pat yourself smugly on the back.

F'IN HELL

Dear PSM2

After reading your review on *F1 2001* recently I knew I had to buy a copy of it, so I did when it came out on May 25th. I was looking forward to take advantage of the special features the game had – like changing weather conditions and the save anywhere option. After starting the race I needed to save but I couldn't find the option in the pause menu anywhere, so I couldn't save my race, which was bloody frustrating. I then looked through the game options to see if I had to alter anything to get to get this advertised feature to work, but still nothing, and it would only let me save before and after a race. So please can

WELCOME TO OUR WORLD – TEAM PSM2 SLACKING OFF.
After a swear-fuelled bout of *ISS* in the games room, we often retire to one of PSM2 Towers' many libraries to read through our mountain of correspondence. PSM2 readers – you're so entertaining, we salute you!

you tell me how to save mid-race.
John Griffin
Via e-mail

F'IN HELL: PART 2

Dear PSM2
There's one word that sends a shiver down any gamer's spine, and that's 'bugs'. No, not the six-legged type, but a piece of sloppy code burnt onto a CD which cost £40. The game I'm talking about is *F1 2001* by Sony, which, after a few gos, looks like being a great game, but a few days later and things start to take turn for the worst.

For a start, all the reviews said you can save mid-race – well you can't. Gear changes get stuck sometimes; the other cars don't pit for fuel and what happened to the changing weather? I've never seen it rain mid-race or on certain parts of the tracks.

As for good AI, pah! The cars just ram you from behind and never try to avoid a crash. I used to be a PC gamer but found too many games being released with bugs so I moved to consoles. In your review you said the race could be saved mid-race, well either you got a different copy or told a porkie. Let's hope *GT3* makes up for it.
Ian Drake
Slough

Just two of the many letters we had on the subject of Sony's *F1 2001*. We got straight on it. Hurl yourself at the truth on pg20. You'll find the glare of truth there.

BRIMFUL OF ASIA

Dear PSM2
I read Culture Clash – Bog Read PSM2# 10 – and it made some very good points. I stayed in Singapore for five years, and people there liked first-person shooters, as well as more Japanese-centric games like Bomberman and Mega-Man.

The minute European gamers see 2D graphics on PS2 they assume it's simply a poor game. European gamers seem to like good graphics and don't really care much for gameplay. Sometimes, simple games are the best. I just wish that gamers over here gave credit to the simpler, but fun, Japanese games and discover that most aren't all that bad. And maybe even give them a try.
Fred Cai
Chatham

We've battered our brains with *Kuri Kuri Mix* and *Klonoa 2*, as well as *Super Bust-A-Move*, but it's *Freakout* – from crazy-crazy game makers Treasure – that we've got our eye on. It's not all *MGS2* and *ISS* at PSM2...

AIM. THE ONE AND ONLY?

Dear PSM2
Having been a long-time gamer on all formats – I was there at the beginning with the Spectrum 48K – I cannot help but feel frustrated by the lack of control offered by some games on the PS2. The DualShock 2 is genuinely the best controller ever conceived and is very versatile indeed, but when it comes to first-person shooters I find it lacking something. After playing *Red Faction* I was left with the feeling that it would have benefited hugely from

keyboard and mouse support. How hard would it be to include this for games of this genre? I have no idea, but it would definitely be worth it. PC games used their keyboard and mouse to add depth to the gameplay and with PS2 games becoming more like PC games all the time, I don't think we should be expected to suffer poor control. I hate getting killed because of poor controls, it turns an otherwise great game into unplayable trash.
Andy Pryer
Dorchester

The disappointing *Unreal Tournament* is USB-friendly, but the game that's even more improved by keyboard and mouse controls, you'll be surprised to hear, is the precision-driven *Silent Scope*. Developers should note that gameplayers demand options. Even if they're only used by a few, it's nice to know they cared enough to feature them in the first place.

LEISURE COMPLEX

Dear PSM2
Ye gads! What the hell happened to *Age of Empires 2*? It appears to have been wiped off the face of the Earth. Pray tell me this isn't true! Has it ceased production? Will I have to wait for *Black and White* to feel like a god?
Justin Beard
Colchester

You'll have to continue working on the ant farm until October of this year, Justin.

GRAB IT BY DETAIL

Dear PSM2
I'm a Maltese reader of your magazine – one of the many who think you are the best. But, flattery apart, let's come to the point.

I'm quite puzzled. Some people say that in the big titles – such as *Metal Gear 2*, *Gran Turismo 3* and *Winning Eleven 5* – the detail is too much, I mean, maybe there's so much attention to detail that it won't even be noticed.

I think that it's this detail which distinguishes the giants from the dwarfs. The more impressive titles, such as *Tekken Tag*, do boast details which might look superfluous at first, but aren't these the trivialities that *make* such remarkable titles?

I'm also noticing that the not-so-well-known developers and publishers are proving themselves well up to the standards of the Namco and Konami-type veterans. I hope the excellence which most games are boasting at present doesn't get any worse.
Rene Camilleri
Marsa, Malta

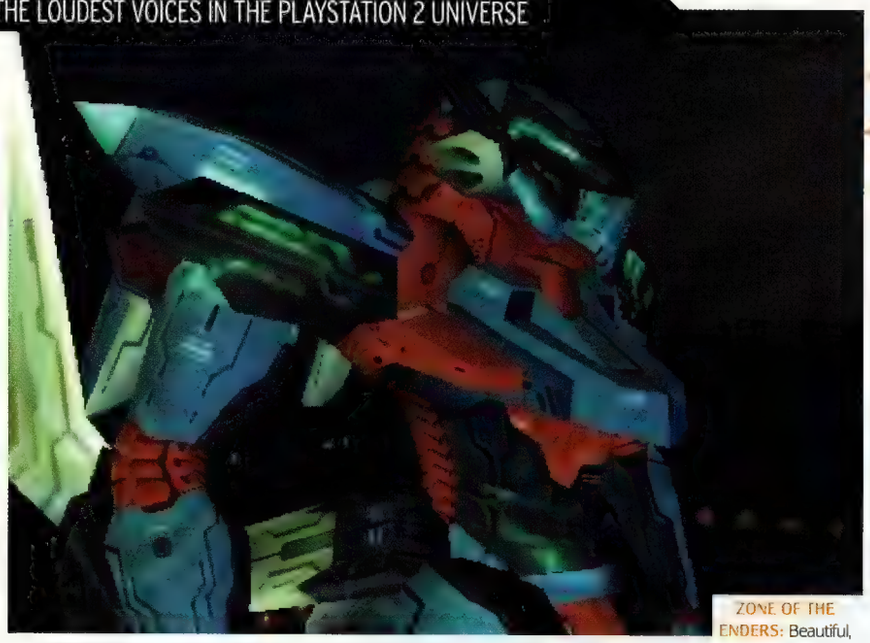
Always nice to know we're big in Malta, Rene (d'ya know Adrian in San Gwann?) There *is* a worry that developers will become obsessed with details and overlook the gameplay. There's no reason, of course, why we shouldn't demand both.

ALTERED STATES

Dear PSM2
I hope this isn't a question that you answer all the time, but it probably is. I live in the States, and every time I buy the latest copy of PSM2, I feel left out, not getting my own copy of the demo disc. Will the UK discs not ▶

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE



ZONE OF THE ENDERS: Beautiful, but brief. The top target for those who like short games.

play on our American PS2s? If so, is it possible to get an NTSC version of the disc. If not, why aren't the magazines sold with different discs in the USA?

I prefer your magazine over any PlayStation 2 mag written over here, but I'll often buy American mags just to get the demo.

Ryan Hitt
Via e-mail

Unfortunately, Ryan, our PAL DVD isn't available in the States simply because of the NTSC/PAL incompatibility. Gawd forbid, that we'd ever deliberately exclude anyone from PSM2, but that, as Bruce Hornsby and his Range so eloquently put it, is just the way it is. Glad you like the mag though.

GET SHORTY

Dear PSM2

I'm sick of reading letters from people complaining how short or easy a game is. As a result, I would like to point out a few things. Firstly, the game has to end sometime. No game currently offers infinite replay value – well, maybe *MTV Music Generator 2* – so it's not as if you aren't used to it. Also, gamers complain that games are too easy, yet when a difficult one comes along they moan that it's too hard! Make up your bloody mind! Read the reviews, they say it all.

Maybrick
Via e-mail

We've had a landslide of mail concerning the longevity of games, with *Z.O.E.* and *Crazy Taxi* top of your hit list. You're right about one thing, Maybrick, we've had complaints about games being too long and too tough. If it proves anything, it's that games are all things to all people. PT Barnum was bang on when he moaned about pleasing the people.

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

DON'T WRITE TO PSM2 WITH... WHY CAN'T MY PSONE PLAY PS2 GAMES...? XBOX WILL DESTROY US ALL... CONSOLE SLAGGING...

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flippin' nick out of the PSM2 windscreen.

GAIN ON

Dear PSM2

Help! My PS2 has lost 3oz in a month.

D Singh
Via e-mail

Uh? You've weighed it? Weird.

RANK IN

Dear PSM2

Because the *MGS2* Rank system has terminated since the end of May, will there be any plans to continue the rank system for PSM2 readers?

E G P Noodles
Via e-mail

Oh Yes. Check out pg102 in tips.

MILLION, AIRED

Dear PSM2

TimeSplitters is a bloody amazing game but why would anyone in their right mind want to play a 1,000,000 point Deathmatch game?

Jack Lonnen
Via e-mail

We've tried. Oh Lord, we've tried.

ANNUAL INTRUDER

Dear PSM2

The *MGS2* trailer had a message saying '2001 – Year of the Snake', but according to you it's coming in early 2002 – Year of the Dragon.

Khalfan Al Kaabi
Via e-mail

Solid Dragon doesn't have the same ring.

ABROAD BANNED

Dear PSM2

Does the UK PS2 actually allow you to play Japanese and other countries' games?

Chris Davies
Via e-mail

No, no and finally... no.

COMPOS

BUFFY FOR OLD ROPE

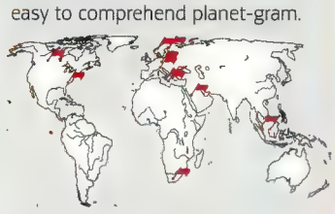
Blimey, the country must be in a postcard shortage-related crisis by now, judging by the overwhelming response to our Buffy compo. You can't get enough of stakin', kickin' and perfect teeth... apparently. So, thanks to those righteous folks at Twentieth Century Fox Home Entertainment, we're giving Buffy The Vampire Slayer Season 2 boxsets, featuring 22 episodes and a veritable crypt of extras, to **Lorraine Biró of Alterton, Derbyshire and M Rogers of Preston.** Both correctly named the actor who plays pompous librarian, Giles, as Anthony Stewart Head.

Well done. To everyone else who entered, we offer the fact that Anthony's brother, Murray, charted in 1985 with the song *One Night In Bangkok*. It was from the Tim Rice musical Chess. Oh, dear.

Buffy: Season 2 is available to buy now.

GLOBAL SPILLAGE

Letters from around the world in an easy to comprehend planet-gram.



YOU WHAT?

Who's been saying what this issue.

HDD/Broadband
F1 2001
FPS USBs
Sequels
Longevity

PLAYSTATION 2 MAGAZINE
PSM2

PSM2, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.
E-mail: PSM2@FUTURENET.CO.UK
Tel: 01225 442244 • Fax: 01225 446019

THE TEAM

David 'Tony Drago' Roberts
Mia 'Doug Mountjoy' Roberts
Steve 'Willie Thorne' Jarratt
Sean 'Eddie Charlton' Atkins
Marcus 'Dennis Taylor' Hawkins
Christian 'Alex Higgins' Day
Jonathan 'Alan McManus' Bryant
Efrain 'Bill Werbeniuk' Hernandez
Duncan 'Kirk Stevens' Baizley
Joel 'Ronnie O'Sullivan' Snape
Daniel 'Terry Griffiths' Dawkins

Scott Anthony,
Sarah Kennett, Kanako Damerum
the Harrington Club of Bath for the club room, Fredrick Tranter's of Bath for the pipes

ADVERTISING

Call: 01225 442244
Senior Advertising Manager: Anne Green
anne.green@futurenet.co.uk
Advertising Manager: Elizabeth Dennys
elizabeth.dennys@futurenet.co.uk
Advertising Manager: Kelly Jenkins
kelly.jenkins@futurenet.co.uk
Senior Sales Executive: Lucy Owen
lucy.owen@futurenet.co.uk
Rebecca Hamilton
rebecca.hamilton@futurenet.co.uk

PRODUCTION

Production Manager: Rose Rudd
Craig Broadbridge
Paul Kiely
Simon Windsor,
Mark Gover, Jason Titley

EXECUTIVE STAFF

Chris Anderson
Greg Ingham
Colin Morrison
Michael Penington

SUBSCRIPTIONS

Future Publishing Ltd
FREEPOST BS4900, Somerton,
Somerset, TA11 7BR
E-mail: subs@futurenet.co.uk
01458 271184
Customer Service: 01225 822510

Simon Wear
E-mail: simon.wear@futurenet.co.uk
Tel: (0)1225 442244 • Fax: (0)1225 732384

ET Heron & Co
Seymour Distribution, 86 Newman Street, London W1P 3LD. Tel 020 7907 6000

All contributions submitted to PSM2 are accepted on the basis of non-exclusive worldwide license to publish or license others to do so, unless otherwise agreed in advance. PSM2 recognises all copyrights and trademarks. Where possible, we acknowledge the copyright holder. Please contact us if we haven't credited your copyright and we'll correct any oversight. PSM2 is an independent PlayStation 2 magazine in no way authorised, sponsored or endorsed by SCEE or the Sony corporation. PlayStation PlayStation 2 and PS2 are registered trademarks of Sony Computer Entertainment Europe Limited.

Future Publishing Ltd is part of The Future Network plc.

The Future Network produces carefully targeted specialist magazines and websites for groups of people who share a passion. We aim to satisfy their passion by creating titles that offer superb value for money, trustworthy information, multiple ways to save time and money, and are a pleasure to read or visit. Today we publish more than 90 magazines and over 30 magazine websites and networks from offices in five countries. The company also licenses 39 of its titles resulting in over 150 local editions in 30 other countries.

The Future Network plc is a public company quoted on the London Stock Exchange (symbol: FNET).

the future network
Media with passion
Tel +44 1225 442244

www.thefuturenetwork.plc.uk

Bath London Los Angeles Milan New York Paris San Francisco Wroclaw

UNLEASH THE BEAST...

"The Showering light effects, freak show fighters and mindless destruction of every fighting arena available should guarantee this game a place within the hearts of beat-em-up fans" *Official Playstation 2 magazine*

"Bloody Roar really rocks! the character animation is stupidly fast with fantastic lighting effects." *Power*

"A mighty fine kick-fest that deserves a place in your gaming collection." *PSI2*

BLOODY ROAR 3

www.saitek.com/promo/broar.htm

PlayStation®2

"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

www.virgininteractive.co.uk

©2001HUDSON SOFT ©EIGHTING 2001 ILLUSTRATION: NAOCHIKA MORISHITA / CARAMEL MAMA Published and distributed by Virgin Interactive Entertainment (Europe) Ltd. Virgin is a registered trademark of Virgin Enterprises Ltd

PSM2 TV

THE DEMO DISC THAT SHOWS YOU MORE...

NEW LOOK DVD!

IT'S WHAT YOUR TV'S MADE FOR:
For the next hour or so, let PSM2 take you on a journey deep into the dark heart of PlayStation 2...

ON YOUR NEW DVD

The sharp-eyed amongst you will notice that this month's ivory-white DVD is different. It's evolving, turning into something even bigger...

Stand still and you die. It's the law of the jungle, whether urban or wild. Which is why you'll see – as you slip PSM2's crisp new disc into your PS2 – that things have changed.

We've spiced up the front end and created a brand new menu system, which provides you with quick, easy access to the games you want to see without having to negotiate pages and pages of sub-menus.

We've packed in even more game action than ever before – over 35 thrilling demos this issue – just watch other mags try and match that.

We'll be continuing to carry this volume of games and from next issue will be introducing more and more bonus features. We're committed to giving you the best value, most comprehensive DVD. Stick with us over the coming months and you'll be rewarded...

PSM2'S PROMISE

PSM2's DEMO DISC DOES: Deliver exhilarating footage of the biggest new PS2 games in development, the best new releases, game secrets, documentaries, plus bonus extras. It's packed with value.

PSM2's DEMO DISC DOESN'T: Make you reach for the remote every three minutes.

Sorry, but the PSM2 DVD is not available in the USA

YOUR FEATURE PRESENTATION...

METAL GEAR SOLID 2

This is truly the most exciting thing you've ever seen. The tension builds from the minute the demo kicks off (with some plot-thickening declarations) to the minute it ends, in a flurry of white foam. PSM2 was the first magazine *in the world* to bring you a free video of Konami's original *MGS2* trailer – last September – and you'll be even more amazed by our latest revealing trailer.

Make the most of it though – Hideo Kojima and his team are 'submerging' for the next six months, and there'll be precious little new info, shots or demos anyone will be able to coax out of them. PSM2 will do its best for you though...

36 AMAZING NEW PS2 DEMOS!

WATCH OUT FOR...

WATER WAY TO GO: The noisy debut of the sea, as it gushes through the ship's corridors...

WATCH OUT FOR...

FORTUNE CROOKIE: The blazing battle between Fortune and Snake - our man's as cool 'n' unfazed as ever.

PLUS! DEVIL MAY CRY

You're the first gamers in the world to see Capcom's hard-hitting new trailer. Feel good.

NAVIGATING YOUR DVD

Relax and let PSM2 show you how to quickly get around your new white disc...

01 **THE D-PAD**
Allows you to scroll up and down through the on-screen menus.

02 **THE ⊗ BUTTON**
Selects the current option which you've highlighted on the menu.

03 **THE ○ BUTTON**
Takes you straight back to the previous menu screen.

04 **THE ◎ BUTTON**
Stops the demo. Hit it again to access the options menu.

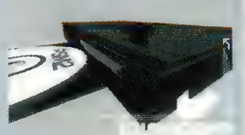
05 **THE START BUTTON**
Pauses the demo at any time.

06 **THE R2 SHOULDER BUTTON**
Fast forwards through the demo.

07 **THE L2 SHOULDER BUTTON**
Rewinds the demo.

YOUR DVD MENU EXPLAINED

PSM2's monthly instalment of cutting edge film clips and tips currently comes packed into four easy-to-access sections. Each is tailored to cover a specific chunk of the market and they all promise to give you the broadest overview of the world of PS2. Getting around them all couldn't be simpler either...



- **OUT NOW** The movers and shakers currently taking up shelf space in the shops.
- **COMING SOON** The titles of tomorrow brought screaming to your door today.
- **PRO TIPS** Taking your games further as only PSM2 can.
- **SPECIAL FEATURES** Watch out for extras coming soon...

OUT NOW

Read our bitingly accurate reviews, then see this month's big games in action before deciding to get 'em in or not...

ESCAPE FROM MONKEY ISLAND

©LucasArts/Activision

We've give you a flavour of the various features of the game – cut-scenes, exploration and goofball humour.

UEFA CHALLENGE

©Infogrames

Straight outta Sheffield – a home-grown footie game with the most entertaining fouls going...

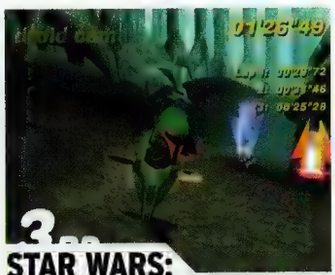
C.A.R.T. FURY

©Midway

Screaming out of your TV like a buttered baby stoat, Midway's latest arcade racer'll leave you breathless.

PRO TIPS

Bloody essential gaming advice from the team that plays PS2 games more than anyone else on the planet.



STAR WARS: SUPER BOMBAD RACING

©Lucas Learning/Activision

It's big (in a fat-headed kinda way), fast, but not exactly clever. Still, we show you how to unlock Boba Fett – the coolest character in the Star Wars universe, complete with his tiny Slave 1 ship.

Incidentally, Darth Vader's in there too – win the Gold Cup in the Galaxy circuit race as Anakin.

PLUS!

C.A.R.T. Fury
©Midway

How to... Turn on the fog. Yes, strange one for Midway to hide away. We. Don't. Want. Fog.

How to... Unlock the Big Head mode. Aah, the old favourite. Where'd we be if a game didn't have a Big Head mode? Or God mode? Actually...

Crazy Taxi
©Acclaim

How to... Unlock the Crazy Bike. Wait till you see this beauty go. Jonnie's driving. He's a bit mental.

How to... Unlock another day. This changes your start point and customer locations.

How to... Unlock Expert mode. Stiffen things up a bit.

COMING SOON

The biggest games, the most comprehensive coverage – here we bring you more unrivalled coverage from E3...

SPY HUNTER

©Midway

If it's fast and furious spy-based car/bike/boat action – with an ear-yanking amount of explosions – you want, take a look at this.

JAK AND DAXTER

©Sony

Take a look at Naughty Dog's technologically ambitious 3D action adventure. Let the bright colours please you before looking at...

SILENT HILL 2 ©Konami

Prepare to feel slightly sick. This is one mucky puppy – and a sure-fire hit.

RLH ©Interplay

A brand new set of disturbing excerpts from Interplay's adult sci-fi horror...

PLUS!

Ace Combat 4
©Namco/Sony
AirBlade
©Criterion/Sony
Baldur's Gate
©Interplay
Capcom vs SNK 2
©Capcom
Drakan
©Sony
Dropship
©Sony
FIFA 2002
©EA
Frogger: The Great Quest
©Konami
Global Touring Car
©Rage
Hidden Invasion
©Ubi Soft
James Bond 007 in... Agent Under Fire
©EA
Madden NFL 2002
©EA
Maelstrom
©Virgin
Max Payne
©Rockstar/Take 2
Motor Mayhem
©Infogrames
NHL 2002
©EA
Police 24/7
©Konami
RLH
©Interplay
Silent Scope 2
©Konami
Sled Storm 2
©EA
Soul Reaver 2
©Eidos
SSX Tricky
©EA
Star Trek: Shattered Universe
©Interplay
Twisted Metal: Black
©Sony
WipEout Fusion
©Sony
WRC
©Sony
This is Football 2002
©Sony
World Championship Snooker
©Codemasters

PROBLEMS WITH YOUR DVD?

Please it into an envelope and send it to this address: **PSM2 Disc Returns, TIB plc, Unit 5, Triangle Business Park, Pentreback, Merthyr Tydfil, Mid Glamorgan**

THANKS...

... to Dave Newman @ CSL, Wendy Smith, Christian Day and Jonnie Bryant for putting the hours in to create our brand new look. But can you spot the deliberate mistake they've squeezed in...?

PLAYSTATION 2 MAGAZINE
PSM2
オモナワダT

GLOBAL

THE WIDE WIDE WORLD OF PLAYSTATION2

シンセイセンソクホウ

WANNA BAG IT UP: PS2 continues to shift units in Japan with a succession of affordable packages.

PS2 only
£269.99
Grab it while you can!
Yes it's true, the PlayStation 2 is now only £269.99.
This incredible machine not only has a great range of games and accessories available, it will play your DVDs too!
Get yours in-store NOW!
HURRY! WHILE STOCKS LAST
Dixons Deal
£269.99
£8.21 PER MONTH*

THE HONORARY CONSOLE: Sony haven't confirmed this as an official price cut - it's a tax thing. Apparently.

DRIVER, TOO: August will see the *GT3* package pushing for pre-Christmas dominance, but will there be an alternative?

>INDUSTRY NEWS オモナワダT

PS2 GETS READY FOR WAR

After much rumouring and guesswork, Sony announce a 'tax' break on PS2's retail price and a potentially market-dominating *GT3* bundle for summer.

This is where it gets interesting. Following Microsoft and Nintendo announcing their battle plans at E3, Sony are all set to intensify their own assault on the console market – starting by nurturing their black-ribbed baby through the traditional games industry summer lull.

From August onwards, you'll be able to buy a PS2 and the latest *Gran Turismo* in one handy package. The downside? It's almost certain that you won't be able to buy a stand-alone PS2 following the bundle's release – rumours suggest that the drop to £269 was a stock-clearing measure to free up shelves for the new pack – although Sony responded to the suggestion with a firm "No comment."

In Japan, the offensive continues with a pack designed to appeal to people who want cheap DVD players. Internet shoppers can pick up a console with The Matrix: Special Edition and The Perfect Storm for 38,000 Yen – about £200. Sony are "looking into" a similar deal for the UK.

PSM2 RECKONS *Sony expand the Net to drag in more casual gamers with Xbox still a distant memory...*

GLOBAL WARNING! Customers pre-ordering *FF10* at Japanese chain 7 Dream will get a free Valfo toy – it's one of Yuna's summons.

FORTUNE COCKY: Bullets can't harm her and she's got a huge railgun. McFarlane's latest figure from *MGS2*.

›MERCHANDISING NEWS 01/03

FANTASTIC TOYAGE

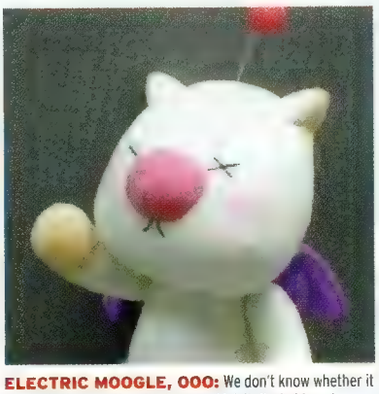
Injection-moulded femme-fatales and furry save-game creatures want you to play with them.

Once again, Todd McFarlane's leading the way in cash-draining playthings. The newest additions to the *MGS2* line are Fortune and Metal Gear Ray, leaving only Raiden and Solidus to be revealed.

Exciting enough, but any true connoisseur of tat needs to check out Square Japan's summer line-up. If you're not tempted by the Sion Barzahd figurine – no, it doesn't squeal 'Dominiiiqe!' if you squeeze it – then surely you'll be after some dog tags, a cuddly Moogle or a Seiko replica of Dr Aki Ross' watch from the FF movie. No? Well, at least get a full-sized Blitzball – the rules of *FF10* hero Tidus' chosen watersport aren't clear yet, but we're sure it's fairly violent.

PSM2 RECKONS *Hours of fun and healthy exercise. Bring on the full-sized Bishamon katana.*

BALL RUNE BLITZ: A knobbly beach-ball with weird markings? *FF10* cashes in on its more physical fans.



ELECTRIC MOOGLE, OOO: We don't know whether it bleats 'Let's save, Kupo!' when you kick it. Probably not.

RUMOURS

NEWS FROM THE PS2 UNDERGROUND

RUMOUR UPDATE: LONG-STANDING readers might remember that all the way back in PSM2#01, we reported on the possibility of mobile phone ringtones based on the *MGS* games 'making every phone call an adventure'.

Well, it's finally happened. Check out *www.futuretones.com* for three ditties based on Snake's adventures – the Harry Gregson-Williams one, the maudlin bit from the first *MGS* intro and another one too twiddly to recognise. Just the ticket for stealthy situations – 'Hello? What? No, I'm on a Russian-occupied aircraft carrier'. How droll.

RELIABILITY 10/10

PSM2 RECKONS [illegible]

WIDELY RESPECTED JAPANESE website Mainichi Shimbun recently reported that Sony will be releasing an expanded version of the PS2 Hard Drive every year, but keep the price point fixed. Sony Computer Entertainment have formally denied that this is true, stating that the article was written based on a casual remark that hard drives inevitably increase in capacity over short periods.

RELIABILITY 4/10

PSM2 RECKONS [illegible]

NO-ONE'S DENYING THIS ONE, but we've yet to confirm that Square's upcoming massive PlayStation 2 RPG *Final Fantasy 10* will have hard drive support. The HDD might be used as a fast cache to reduce the disc access times – reducing the four seconds taken switching between exploration screen to battle screen to a measly one second. You'll be getting through those random battles in no time at all...

RELIABILITY 7/10

PSM2 RECKONS [illegible]

BACK IN 1999, NONE OTHER than Madonna acquired the film rights to PSone shocker *Parasite Eve*. Then she got distracted by mockneys and babies, and she's apparently let her option on the property lapse. Since then, we've been hearing the vaguest of rumours about those attached to the currently-in-limbo project, although the most convincing was Wes Craven. The most recent – and our favourite – though, has to be Ms Drew Barrymore.

RELIABILITY 1/10

PSM2 RECKONS [illegible]

THE VAGUEST OF *TEKKEN 4* murmurings continue to make us excited and fearful. The most likely at the moment, then: King's gained at lot of his armoured counterpart's moves, Paul's been weakened a bit, and – our personal favourite – Yoshimitsu now has an aerial poison breath move and eye beams. Good grief.

RELIABILITY 3/10

PSM2 RECKONS [illegible]

SAVING THE WORLD WITH A SMILE, a wave, and a protracted bout of strumming – it's *Gitaroo-man*. If our Japanese correspondent's right, and he's never wrong, Koei's own six-string samurai will be going the way of every other vaguely popular character before him, and getting his own cartoon series.

There's certainly the scope for it – the character's a schoolboy named Lucky Man by day and a superhero known as U-1 at night – fighting piano-shaped aliens with the help of a robot dog. Well, you would, wouldn't you. It can't be any stranger than Jamie and the Magic Torch, can it?

RELIABILITY 5/10

PSM2 RECKONS [illegible]

"THE HARD DRIVES TODAY ARE VERY STRONG – YOU COULD THROW THEM AGAINST A WALL AND THEY WOULDN'T BREAK"

SHINICHI OKAMOTO

Sony's Vice President of research and development reassures us that PS2's technology will be safe for, y'know, the kids. We won't be trying it with ours, thanks.

›PERIPHERAL NEWS 01/03

DRUM FREAKS

Guitar Freaks **and *DrumMania* – two games that we were convinced would eventually spawn an infuriating novelty hit... but didn't. They seemed so perfect together, but, until now, they've been on distinctly solo careers. Thankfully, Konami's currently working on a combined 'Gitadora'. The new bemani behemoth will include more than 40 tunes – many of them new – as well as an Endless Play mode. Most excitingly, though, it'll support a proper set of electronic drums for the first time, enabling aspiring Moons, Starrs and Bonhams to vent their frustrations on the Yamaha DTX series via the USB port. So, the chances of this actually getting a UK release? Low.**

PSM2 RECKONS *Just after* Ephemeral Fantasia *got us back into the magic of fake plastic guitars, too. Bodacious.*

GLOBAL WARNING! No word on an enhanced version of the guitar yet. Looks like we're stuck with the three-button plastic job.

WHAT'S GOING ON?

PSM2 DISHES THE TRUTH BEHIND SONY'S FORMULA ONE 2001

PSM2 - THE MAG THAT GETS THINGS SORTED: Some of you were outraged by the 'bugs' in *F1*. So we decided to do something about it.

FORMULA ONE 2001 PROBLEM SOLVER

No Anytime Save feature? Faulty Replay function? PSM2's razor sharp truth shovel digs up the omissions from Sony's F1 game and demands a top-level explanation. If you're disappointed, or a little confused, this should put your mind at rest

We anticipated a lot of mail about Sony's *Formula One 2001*. After all, it's one of the most unforgiving simulations in console history. But, much to our surprise, the letters focused on what *wasn't* in the game. A lot of the stuff Sony promised us – and you – just didn't make it to the final code. The lack of an Anytime Save feature was a glaring omission. The absence of real-time weather another sorry blow. Just what was going on?

When we tested the game for review – over a month before its release date – we were given a list of bugs to be addressed. Sony highlighted the major bugs, which were small problems with the camera position. Given the ease of correcting such issues, we thought nothing of a disclaimer stating that 'around 30 known B and C class bugs in the version are to be fixed (including slight movement to the pit crew position)'. The accompanying press release still trumpeted the Anytime Save and Weather Forecast features. Sadly, that was the last *anybody* heard of them.

Following your flurry of mail, we've isolated your main problems and talked them through with Sony's top brass. We asked SCEE's UK PR Manager David Wilson to explain each issue in detail, and discovered why Sony chose to omit the proposed features. We even went to leading high street retailers to see if you can claim your money back. Rest assured, the situation is brighter than you might've been led to believe. Those niggling questions are dealt with below:

"WHEN WE TESTED THE GAME FOR REVIEW THE ACCOMPANYING PRESS RELEASE STILL TRUMPETED THE ANYTIME SAVE AND WEATHER FORECAST FEATURES. THAT WAS THE LAST ANYBODY HEARD OF THEM"

What happened to the proposed Anytime Save function?

"This function was mentioned in the original press release because we had intended to include this feature. Since that time it was decided we couldn't offer this function. It has not been mentioned in any press communications in the last six months nor was it included in the packaging." As mentioned, PSM2 received a press release at the same time as the review code with this feature still mooted.

Why is there no real-time weather?

"Actually, this is included in the game. You need to choose 'variable weather' – you should also play a full grand prix to really appreciate it. If you play a 10% race that's probably about nine minutes of real time, so weather patterns do not change that radically in that time frame."

The back of the game box claims there's a fast forward/rewind and slow-motion Replay function. Where is it?

"This is, unfortunately, incorrectly listed on the pack. It was our intention to include this. The packaging was completed prior to the code being finished – in fact, we weren't able to include it. We are now reprinting it. We're sorry if people are disappointed by the omission of this feature, but hope it doesn't detract from their enjoyment of the game as a whole."

Why don't other cars pit mid race?

"This is included. Again you probably need to drive a whole GP to see it but it does happen. To prove the point – switch 'Damage on' and cause a pile up – the cars will pit to repair damage."

Why is it possible to come first in qualifying but start the race last on the grid?

"This only happens if you quit the qualifying session before it is finished. We have tried to make this game an accurate recreation of the Formula One experience. FIA rules dictate teams need to attend the full session. There is a time accelerate option that will help you speed through the hour if you're keen to start the race. If you participate in the session you will get a grid position relative to your qualifying time."

Why is there slowdown on some straights, when no other cars are present?

"This does happen on rare occasions and we have tried extensively to minimise this. It can happen on really long straights (especially if there is lots of peripheral detail present – major numbers of polygons to handle) this is extremely rare and lasts between half a second to one second maximum. Personally, I haven't seen this – I had to seek clarification."

Will the game be re-released with the problems rectified?

Not until the sequel. David Wilson explains: "The team are hard at work on the next version – feedback is gladly received to make next year's game even better. To be honest, the majority of issues highlighted here are not bugs – they are gameplay issues. The team decided to omit certain features that might've otherwise detracted from the challenge and experience of a Formula One simulation."

Can I get my money back or get a replacement game from my retailer?

This depends on where you bought the game. Legally speaking, retailers are only obliged to replace the product if it is faulty i.e. doesn't load. The retailer has to agree on the fault before they'll issue a refund or replacement. However, most shops have their own customer-friendly policies. High street giants Electronics Boutique have a no-questions-asked ten day replacement guarantee. Many small retail chains offer similar services. "I'd replace a copy of *Formula One 2001* if somebody was unhappy with the missing features listed on the box," Simon Blondell, Manager of Newport's Gamestation, informed us. "That's an advertising problem, and we'd try to claim the money back off Sony. We had a similar problem with a missing save function in PC title *No Mercy*, and we were able to claim money back there." Simon stressed that he'd had no complaints about *Formula One 2001* and feedback was usually glowing.

Looks like the sequel will have to be the definitive version, then. **PSM2**

YOUR OPTIONS

#01 **Your chances of getting a refund depend on the company policy of your local store. Naturally, if you try taking the game back weeks after you bought it, don't expect much success. Try to enjoy the game for what it is.**

#02 **Sony are printing a second batch of game boxes with the proposed Replay options removed – they're *not* adding these features back to the game itself.**

#03 **Try replaying the game in full real-time race mode. That's right, the full 50-odd laps. You might spend the better part of a weekend stuck on the sofa, but at least you'll see some real-time weather and other cars ducking into the pits. How's *that* for realism?**

#04 **Keep some perspective. Annoying quirks or not *Formula One 2001* is still a great game. Only the most bitter Formula One fanatic would label Sony's racer a bitter disappointment for the absence of a slow-motion replay feature.**

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

OUT UK 23 NOVEMBER

SSX TRICKY

"LONG, SLEEPLESS NIGHTS SPENT IN THE OBSESSIVE SEARCH FOR THAT ONE FLAWLESS RUN"

PS2's first killer app is back... and with new boarders, more tracks and truly insane tricks, it's still one step ahead of the game.

REVIEWER: Joel Snape

Blissful days marvelling at the crisp powder and blinding speed. Nerve-frying evenings locked in protracted grudge matches against equally competitive mates. Long, sleepless nights spent in the obsessive search for that one flawless run that would make you happy and ensure your place in this magazine. *SSX* was the launch title that left everyone a mess of happy, frazzled nerves – and went a long way towards saving PlayStation 2's reputation while it was still in its infancy.

Then *SSX: DVD* was announced, and everyone was happy, but a little bit concerned at the same time. Software companies have an awkward tendency to cash in on popular games with lacklustre iterations of the original – and while that might be all right for *Rayman*, we didn't want it happening to *SSX*.

SWEET CREDIBILITY

Thankfully, either EA didn't want to ruin the credibility of their fledgling Big licence, or EA Canada insisted on doing things properly. Suddenly, what was announced as a director's cut sprouted into what's now almost a fully-fledged sequel, with two more tracks, six more characters and a revamped trick system. Then it got renamed *SSX Tricky* – the first game's Showoff mode was so popular that it's been made central to the game – and we started to feel that tingle of excitement all over again.

With the new emphasis on style, EA have taken a leaf from the *Tony Hawk's* book. The grind system's been enhanced, with more responsive control and miles of grindable scenery allowing longer boardslides and combos. EA are keeping the specifics secret, but Larry LaPierre – Tricky's Development Director – tells us they're introducing trick rating and combo systems. And then there's the Uber ▶

INSIGHT

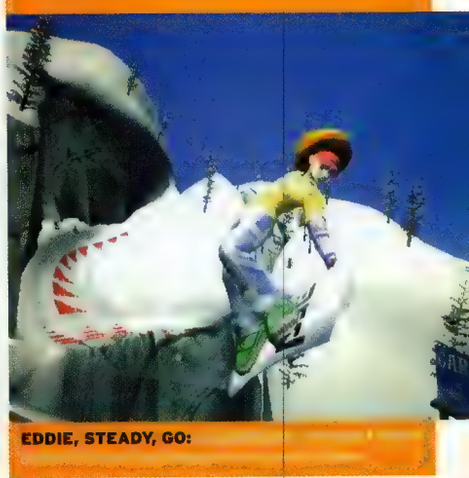
- Since PSM2 gave it a whopping score of 94 back in issue #03, SSX has gone on to sell 101,883 copies in the UK. That makes it the best-selling game so far.
- Back in May, we sent off a list of suggestions to EA Canada – including 'A character with an afro'. Coincidence?

INFO

- **DEVELOPER** EA Canada
- **PUBLISHER** EA
- **GAME TYPE** Snowboarding
- **COMPLETE** 70 percent

ANTICIPATED FEATURES

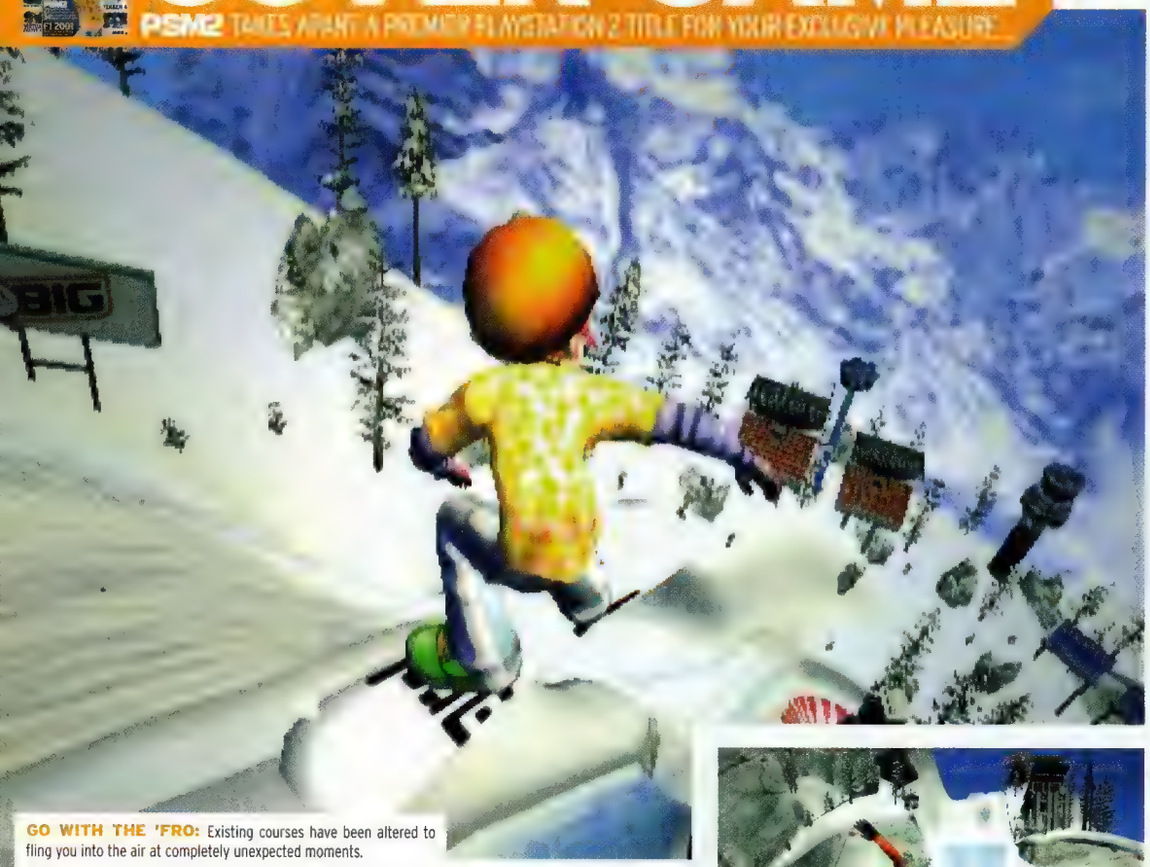
- Two new courses – making ten in all
- Six new boarders bringing the total up to 12
- New trick rating and combo system – as well as completely new Uber Tricks



EDDIE, STEADY, GO:

COVER GAME

PSM2 TAKES AWAY A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...



GO WITH THE 'FRO: Existing courses have been altered to fling you into the air at completely unexpected moments.

GARIBALDI: Elise wipes out on a tricky turn and belts into the course markers. Note the course name on the crash mats.

▶ moves. They won't please snowboarding purists, who tend to screech 'Where're his *bindings*?' whenever they're confronted with footage of Eddie pulling a Kickflip. How *exactly* you perform them's another secret, but expect to need a brimming Adrenaline bar and an unfeasible amount of air. "They won't be as difficult as getting gold on Pipedream," confides Larry, which cheers us up – that particular feat only took us 22 hours of continuous play on the first go, and now we can do it with one hand.

TAKING THE BISCUIT

Even for the *SSX* master, though, there'll be plenty of new things to see. The biggest additions, of course, are two completely new courses. Garibaldi's all about speed and air, a course to play for a quick burst of adrenaline. The one that gets our synapses buzzing, though, is Alaska. It's set to be the most challenging downhill run in the game, packed with sheer cliffs and short-cuts that reward precision but punish novices mercilessly. Excited? Check pg27 for a rundown of the highlights.

INSIGHT

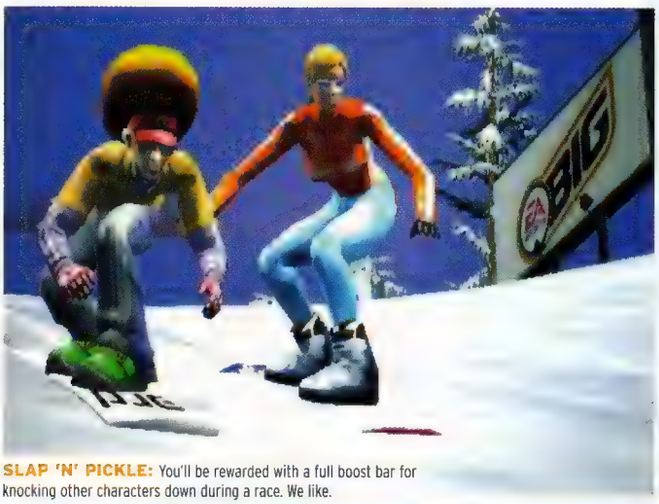
After the end of PSM2's epic Pipedream challenge, we threw down the gauntlet to all our favourite gaming websites. The best any of their readers could manage? 603,000. That's not even in our top ten (see pg100 for the latest scores). Watch out for Pipedream 2, coming to PSM2 soon...

As if all that wasn't enough, the existing tracks have been radically overhauled in line with the '*Tricky*' slant – expect more rewards for going off-piste, more short-cuts and bigger air than ever. Other sections will feature crossover points where the boarders will encounter each other. These areas have been engineered to incite confrontation between the competitors – which brings us to the next major innovation.

TALE BOARDING

At first, we were sceptical about the inclusion of a story system, but since then the idea's grown on ▶

"THE EXISTING TRACKS HAVE BEEN RADICALLY OVERHAULED IN LINE WITH THE 'TRICKY' SLANT"



SLAP 'N' PICKLE: You'll be rewarded with a full boost bar for knocking other characters down during a race. We like.

PRIMA-DONNA AIR: The heartbreaker from the first game's back - and this time she'll stop at absolutely nothing to win.

PHAT SOUND

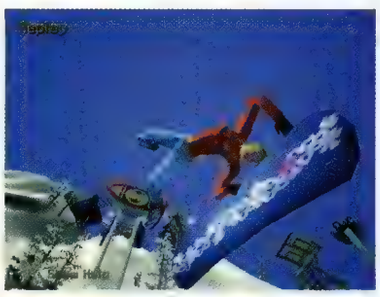
Joining the *SSX* soundtrack originals, Mix Master Mike and Rahzel, on *Tricky*'s soundtrack are UK-based Lee Rous and Andy Gardner – otherwise known as the Plump DJs. The pair recently supported Orbital on tour, and regularly play at London's Fabric and Bristol's Blowpop. Their name, incidentally, comes from top-shelf girlie mag Plumpers. Lovely lads, though. Apparently.
www.fingerlickin.co.uk

UBER-DOOBY DOO

"Names of Uber Tricks? Hmmm... you'll have to get them like everyone else... play it and earn them." Larry's keeping the newest addition to *SSX* close to his chest – but PSM2's own extreme sports fanatics know a thing or two about busting out moves themselves. Let the insanity commence.

KICKFLIP: A skateboarding staple, but impossible on a snowboard. You're strapped on, see?

HEELFLIP: The board spins in the opposite direction - the clue's in the way she's moving her feet.



CHRIST AIR: A move that few, if any, can land, involving swinging the board behind your head.

CHRIST ON A BIKE! All right - this one's clearly ludicrous. Erm... an inverted Pommel Horse, perhaps.

MIRRORS CROSSING: The rear-view mirror allows you to steal a jump on your rival's overtaking plans and close their path through.

BELLY'S GONNA GET YA: We know Eddie's hair has its own physics - will Luther-Dwayne's formidable beer gut?

REDNECK RAMPAGE: Luther-Dwayne - upset him and he'll hound you through the rest of the tournament. Nice mullet.

"EXPECT MORE REWARDS FOR GOING OFF-PISTE, MORE SHORT-CUTS AND BIGGER AIR"

Some sections of the track will encourage racers to get physical with each other by featuring tight crossover points. Expect plenty of right-handers to fly.

EVERYONE ON BOARD

The good, the bad, the ugly...and the downright freakish. Introducing *Tricky*'s new crew.

LUTHER-DWAYNE GRADY
The new Jurgen. Luther-Dwayne's a hulking great thug who rarely feels pain – but knock him down and he'll chase you for the rest of the race. Yee-haw.

BRODERICK CASE
Think Patrick Swayze in Point Break – into Zen, but absolutely nails with it. Brodi's an environmental activist with a degree in marine science – one for the ladies, we suspect.

MARISOL DIEZ DELGADO
Into 'dancing, surfing and flirting' Marisol's quite happy to board all day and party all night. She's that girl you always fancied but never dared ask out.

PSYMON STARK
'Sketchy' Psymon once jumped into a set of power lines on his mountain bike, and he never wears goggles or a jacket while he's boarding. Nutter of the tournament, and possibly the next Hiro.

SEEIAH OWENS
Coming from the East Coast in-line skating scene, Seeiah's an outgoing, fun-loving racer who comes to the fore in Showoff mode.

EDDIE WACHOWSKI
Straight from a background of street-luge racing, Eddie's one of the quickest new characters. In case you're wondering about that 'fro – he's into '70s pop-culture.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

LARRY LAPIERRE

PSM2 got in touch with EA Canada for an exclusive chat with the man who's brought so much happiness to all our lives – the Development Director of *SSX* and *Tricky*.

How hard will the Uber Tricks be to pull off? What'll be the rewards for managing them?
The Uber Tricks will definitely feel like an accomplishment, they're mostly intended to be a really over the top trick for the more accomplished *SSX* players. We're still sorting out the reward mechanism tied to them – funny thing is they kinda feel like a reward unto themselves.

Is there any chance of seeing customisable characters and boards?
The characters will be able to unlock more boards and outfits, but nothing else will be now there. We really wanted people to understand that the characters picked their outfits and might not take kindly to how some of us might dress them up. After all, they have to be seen in public...

We know you've radically changed the existing tracks. What's your favourite addition?
I usually prefer the smaller, more subtle moments, like that feeling when you're racing along and you come over the crest of a hill and catch air unexpectedly... just skimming a few feet over the ground while you drop down the backside. Exhilarating every single time.

What can we expect from the new Garibaldi and Alaska courses?
Garibaldi will give you a great first track experience, break-neck speed and huge air. Alaska is a real 'by the seat of your pants' experience. It's fast and technical – no room for beginners here, this is the ultimate.

What else does the DVD format allow you to include which you couldn't before?
Besides more tracks, it's allowed us to film some behind the scenes footage. It'll be included as a supplemental feature accessible from the title screen like most DVD movies.

Are there any plans to incorporate an on-line element?
Not much for this version, however we're very interested in expanding the game into this area in the future as more people get connected. In the meantime we've discussed ways to utilise our website to allow more interaction for *SSX* players and possibly a way to post best scores.

The replay editing function's already pretty comprehensive. Are there any plans to customise this feature to add strobe or cut and paste effects so you can create your own 'best of' tricks video – like traditional skate/snowboard vids?
We've been playing around with a few new effects but I'm not sure they will make it into the game at this point.

Any chance of real-time weather effects, like active snowfall to increase the powder on the course during a run?
It's always possible. The thing we always struggle with is what we have to sacrifice in order to pull off the effect convincingly. The areas we're looking to deliver in relation to this is with blowing snow and fog banks.

Who'll be providing the soundtrack – and who would you like in an ideal world?
We really wanted to stick with the style and tone of tunes we used last year, so we went back and got some fresh stuff from most of last year's artists and added a few new ones from groups like the Plump DJs. We have our ideal, with respect to music... usually the only criteria's that they want to be part of this *SSX* environment.

How important will the new storyline elements be? Can we expect branching paths depending on the character you choose, your performance or who you punch?
I'll be clear, this is an action sports game not an adventure game... we've not lost our focus in that respect. With that said, I think that anything that contributes to the entertainment and immerses the player in the world is great. There is definitely a journey of discovery and it will differ for each of the characters as well as different game players. But it's less structured than one might imagine. There're consequences to how you play the game and things to learn about the other characters and their relationships, this is an important aspect of *SSX Tricky* because it's entertaining and engaging.

Can you give us an example of how that's going to work when we're actually racing out on the piste?
Each character has a best friend and a key foe... as you race these relationships determine how likely the other riders are to be aggressive towards you. So as you play your 'aggressive' style you'll affect these relationships negatively... who knows, by the end of the World circuit maybe the whole group will be gunning for you! Oh, and as a little extra motivation you'll get a maxed adrenaline bar every time you knock someone down... I love that part.

Any truth to the rumours of romance blossoming between ice-maiden Elise and Mac?
Mac and Elise, eh? No comment... they'd fire me if I said either way.

SSX SCANDAL

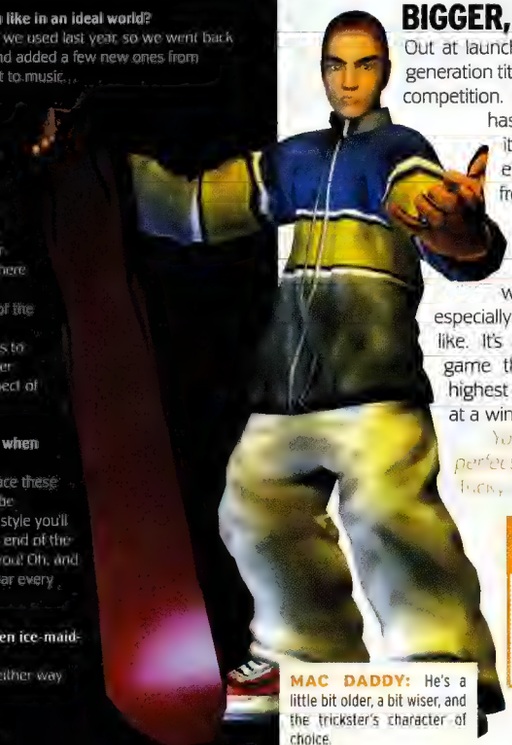
Just out of curiosity, what's the best score you've managed on Pipedream?

Larry "Last time I was in there I managed 161,000... not easy in any way. This year's Pipedream course will be challenging, but not impossible."

Just so you know, here's the top the Pipedream scores we've seen, as courtesy of you readers...

1. Paul Woodall 648,380
2. Justin Hope 636,450
3. Darren Skeet 629,480

Tch, eh?



MAC DADDY: He's a little bit older, a bit wiser, and the trickster's character of choice.

us. The reason? We've learned to love the characters. Where most developers reckon that slapping a pair of wraparound shades on a character is enough to give him a'tude, *Tricky*'s characters are all believable adrenaline-jocks. They've been fleshed out for the sequel – with a few disturbing character twists.

Elise 'Sweeter than Candy' Riggs, we're told, is 'as happy carving out a man's heart as she is carving a turn'. We always knew there was a cold soul under that pretty smile. JP craves attention, Mac just wants to be friends and Kaori often stands up for others. All of this might sound pointless, but imagine Zoe taking it personally when you cut her up, or Moby coming out of the gate swinging – it should be just like playing against your mates. The promise of long-standing grudges or uneasy alliances forming in World Circuit mode means that the game'll feel much more competitive than before.

LOST AND FOUND

The new crew only add to the fun. Hiro and Jurgen are out because of injuries – although they may return as secret characters – but they've been replaced by four instantly loveable boarders and two villainous types. Luther-Dwayne's set to become the Zangief of *SSX* – huge, muscular and enormously satisfying to chin during a vicious tussle. Psymon races topless, Seeiah's being voiced by Macy Gray, Eddie's hair has its own independent physics – EA Canada have put the effort in to make the new crew instantly memorable.

So, can *anything* go wrong? Probably not. The only problem could be the familiarity you'll inevitably feel with the existing game. By the time you're regularly racking up totals of 500,000, for instance, you'll never vary your grabs from the high-scoring Unethical Experimental. The new trick rating system needs to encourage more experimentation – ideally including the kind of ludicrous combos possible in *Tony Hawk's 2*. The Uber Tricks may not be to everyone's tastes, but they'll certainly present a new challenge – as long as they're instinctive enough to pull off.

BIGGER, BETTER, MORE

Out at launch, *SSX* looked like a next-generation title compared to most of the competition. Now that everyone else has had a chance to catch up, it's off again, with the kind of enhancements we expect from our games. It'll support Dolby 5.1 surround sound. It'll feature DVD behind-the-scenes extras. It's what all games – and especially all updates – should be like. It's an improvement on the game that scooped one of our highest ever scores. You're looking at a winner, baby. **PSM2**

You've got a bit longer to perfect your Pipedream skills now, so! out until November

THE SWEET EMOTION OF SSX

Those feelings you experienced for the first time in *SSX* – revisited *Tricky*-style.

VERTIGO
You held down the boost, took the curve perfectly and hit the slope just right. Result? You're flying off a cliff faster than you ever thought possible.

EXHILARATION
Everybody catapults off the first jump, building up the adrenaline with a massive move – and you feel that odd sense of togetherness that you'll abandon as soon as you land.

EXCITED RELIEF
Rail grind... Mute Backflip... 50/50... Canadian Bacon Rodeo... Snowflake... and a flawless landing. You'll *never* do that again. But hey, you've got the replay on Memory Card.

BITTER RIVALRY
It's down to the final straight and no-one's giving an inch. Now it's just down to who's got the most boost, the fastest board... and the freest fists.

PURE EVIL
Your sworn enemy's just pulled a perfect Misty Flying Squirrel through a red snowflake – but he hasn't landed yet, and you're perfectly positioned to engineer a collision...

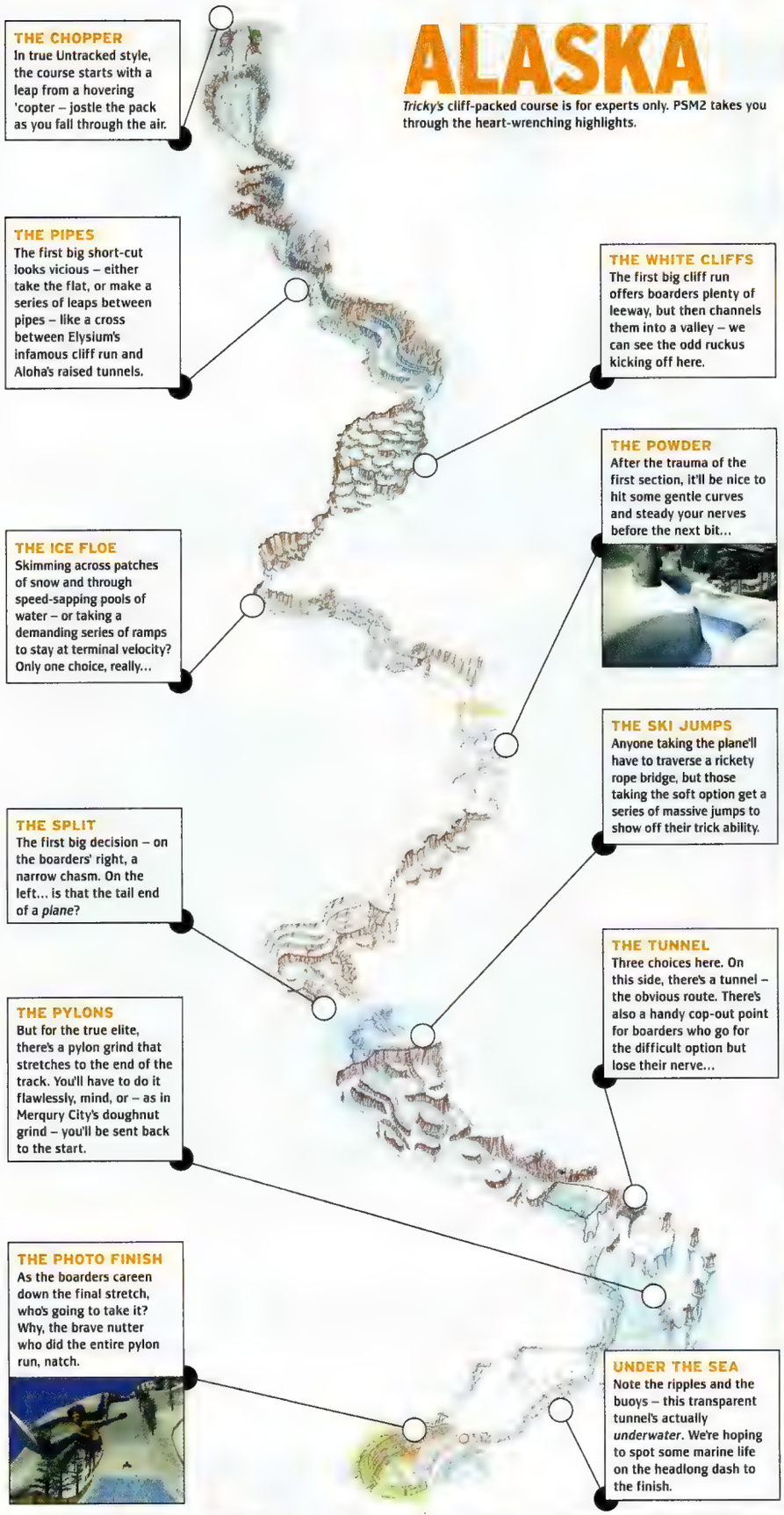
PSM2 GUT REACTION

Along with *GT3*, *SSX Tricky*'s part of the second generation that should confirm PS2's genius. If you've got mates who're holding out for Xbox or Gamecube, this'll be the one that makes their resolve eventually falter.

+ PS2's best game has a radical overhaul – how can you argue with that?
- Maybe it'll feel over-familiar...and it's unlikely to impress *SSX*-hating killjoys.

ALASKA

Tricky's cliff-packed course is for experts only. PSM2 takes you through the heart-wrenching highlights.



THE CHOPPER
In true Untracked style, the course starts with a leap from a hovering 'copter – jostle the pack as you fall through the air.

THE PIPES
The first big short-cut looks vicious – either take the flat, or make a series of leaps between pipes – like a cross between Elysium's infamous cliff run and Aloha's raised tunnels.

THE ICE FLOE
Skimming across patches of snow and through speed-sapping pools of water – or taking a demanding series of ramps to stay at terminal velocity? Only one choice, really...

THE SPLIT
The first big decision – on the boarders' right, a narrow chasm. On the left... is that the tail end of a *plane*?

THE PYLONS
But for the true elite, there's a pylon grind that stretches to the end of the track. You'll have to do it flawlessly, mind, or – as in Merqury City's doughnut grind – you'll be sent back to the start.

THE PHOTO FINISH
As the boarders careen down the final stretch, who's going to take it? Why, the brave nutter who did the entire pylon run, natch.

THE WHITE CLIFFS
The first big cliff run offers boarders plenty of leeway, but then channels them into a valley – we can see the odd ruckus kicking off here.

THE POWDER
After the trauma of the first section, it'll be nice to hit some gentle curves and steady your nerves before the next bit...

THE SKI JUMPS
Anyone taking the plane'll have to traverse a rickety rope bridge, but those taking the soft option get a series of massive jumps to show off their trick ability.

THE TUNNEL
Three choices here. On this side, there's a tunnel – the obvious route. There's also a handy cop-out point for boarders who go for the difficult option but lose their nerve...

UNDER THE SEA
Note the ripples and the buoys – this transparent tunnel's actually *underwater*. We're hoping to spot some marine life on the headlong dash to the finish.

IT'S A MUTE-FULL DAY: Basic grabs like this don't cut it in the new, trick-heavy World Circuit. You'll have to be flashier than that.

J-POP-TASTIC: Kaori's so light that she pulls spins with ease – but don't pick on others when she's around.

UBERCALIFRAGILISTIC... Heading for the snow, face first, without even having a board on your feet. Magic.

"IT'S WHAT ALL GAMES AND ESPECIALLY UPDATES SHOULD BE LIKE"

PSM2 broke the first SSX to the world and now we're doing the same with the sequel – stick with us over coming months for more exclusive *Tricky* action...

PLAYSTATION 2 MAGAZINE
PSM2

COMING SOON

プレビュー

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!
トクセンジョウホウ

YOU'D THINK THAT WE'D BE SATISFIED WITH WHAT WE'VE GOT IN THE OFFICE AT THE MOMENT.

DUNCAN

But no. If Jonnie's not drooling over the latest killer mech title that'll only make it over here on import, then Joel's adamant that his next million run on Pipedream will be on *SSX Tricky*, and nothing less. We admit – we're always restless to trawl the deepest recesses of Sony's output to bring you the next must-have title first. You don't get commitment like *that* from any other PS2 mag.

Take *Freak Out*, for example. Treasure have produced some classic 2D games that, while not having chromed CGI whizzing around your head every 20 seconds, were thumb-crackingly playable. It's something your correspondence proves – yeah, you like the sheen of a well-groomed title like *The Bouncer*, but ultimately, you want gameplay. Something that'll challenge your abilities to the limit while all sense of time disappears out of a curtained window.

That's where we come in. We couldn't agree more, which is why you'll find us pushing the games we think you should be directing your cash at. But never forget, PSM2 brings you all the news of what's happening in Japan, America and closer to home. It's what you pay for, after all. **PSM2**

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also keep you comprehensively informed of the very latest game development news as it happens, up here at the front of Coming Soon.

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

ROBE TROTTING: You've got to see the game in motion to understand the beautiful fighter animations.

THE HOLEY RAIL: The Wall Attacks will allow you to smash the confines of the arena and score a Ring Out.

›UPDATE シンセイヒントソクホウ

VIRTUA FIGHTER 4

Sega unveil a lithe new female fighter and some incredibly sweet new combat moves – *VF4's* going to be a iced gem.

She might be trim, punchy and liable to lash out in enclosed spaces, but Sega's latest addition to the *VF4* cast shouldn't be confused with her talk show namesake. Vanessa... er, Shields, is a lean Brazilian fighting machine, who – whisper it – *looks a bit like a fella*. Her fighting style hasn't been confirmed, but our money's on Capoeira. Competition for *Tekken 4's* Christie perhaps?

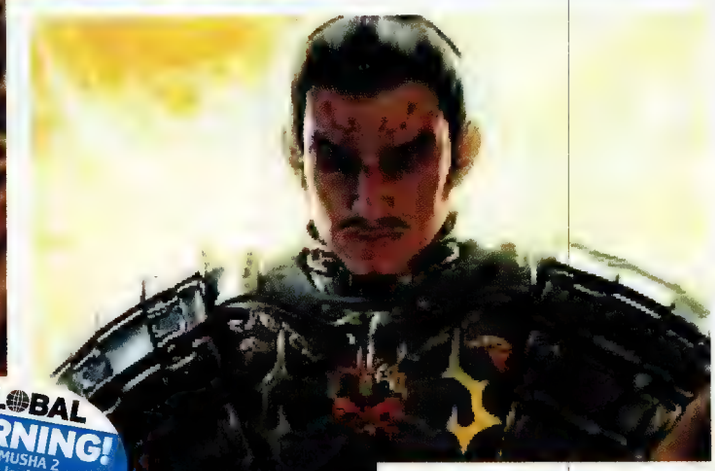
Characters will share a range of context-sensitive special moves. The Charge Attack lets you break an opponent's defence by holding the attack button during a move. The Dodge Attack lets you sneak in a counter blow by attacking while side-stepping. The Recovery Attack lets you prevent follow-up hits by tapping defend *just* before you hit the floor. Best of all, the Wall Attack lets you batter your opponent against a wall – momentarily stunning them – allowing you to release a combo of hits smashing them out of the arena for a Ring Out.

PSM2 RECKONS *VF4 could hit the UK by February 2002 – we can barely contain ourselves.*

DESERT ISLAND FISTS: Battle will take place in some quite bizarre locations - watch that water ripple.

BATTLE BUST: The original game's incredible CGI scenes look set to be surpassed by its sequel.

STAIR 'EM OUT: Expect the battle sections to be more frenetic than ever, with much tougher zombies.



BEARD AND RESPECTED: We're guessing that Nobunaga is resurrected in the game's intro.

GLOBAL WARNING! ONIMUSHA 2 demon lord Nobunaga returns, aged 38, still well-bent on uniting the country.

›DEVELOPMENT NEWS ジンセイセントソクホク

ONIMUSHA 2

Capcom's first sword-wielding survival horror hits the UK, while the sequel's already limbering up for a Japanese return. Banzaaaiiii...

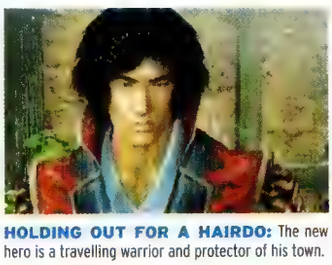
You can't stop the scything blade of commerce. No sooner does *Onimusha* become PS2's first million seller, than Capcom hold a press conference to announce its sequel. The news isn't revelationary – there was an *Onimusha 2* teaser trailer in the first game – but these screenshots made us more excited than ever.

Set 13 years later, new hero Yagyuu Juyuubei finds his village under attack from demon lord Nobunaga – the arrow-gargling villain from *Onimusha*. Juyuubei was modelled on the late Japanese actor, Yusaku Matsuda, co-star of 1989 Michael Douglas Yakuza flick Black Rain. Ninja femme-fatale Kaede is set to return, though the developers haven't confirmed if original hero, Samonosuke, will make an appearance.

The story will be much more complex, exploring each character in depth. Three new protagonists have been revealed. Oyuu is a beautiful, yet mysterious, 20-year-old knight who wears western-style clothing. Magoichi is a 33-year-old gun master and a faithful companion of our hero, while Hideyoshi Kinoshita is a 36-year-old commander in Nobunaga's army. The scenery will be richly animated, with wild rain effects akin to Akira Kurosawa's Seven Samurai. The locations will be equally diverse, with make-shift towns resembling those of the Gold Rush era. The game is scheduled for a March 2002 Japanese release.

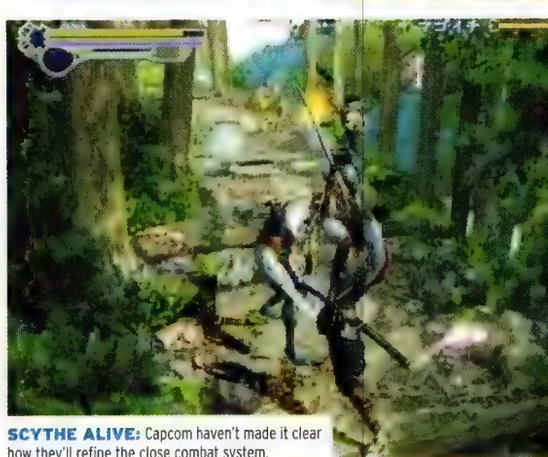
PSM2 RECKONS *We loved the original, but were a little disappointed by the fragile plot and short playing time – areas that'll be addressed for the sequel. Hopefully, the combat system will receive a tweak to increase the gameplay depth.*

AXE NOW, PLAY LATER: Sadly, we don't expect to see the game in the UK for over a year.



HOLDING OUT FOR A HAIRDO: The new hero is a travelling warrior and protector of his town.

TREES COMPANY: The scenery will be more vividly realised with extra incidental animations.



SCYTHE ALIVE: Capcom haven't made it clear how they'll refine the close combat system.

BYTESIZE バイツダケ

› **NAMCO** have confirmed the development of *Axis*, an interpretation of the forthcoming CGI movie as rumoured in PSM2#05. The 3D action adventure will be loosely based on the film, offering an original storyline.

› **CAPCOM have unveiled diving adventure game *Everblue*, where players split their time between diving for treasure and quizzing locals for information. The underwater sand effects look stunning.**

› **KOEI** will release *Angelique Trois: Treasuring Version* in Japan on July 26th, a special edition of their love dating simulation. Now on DVD, the game offers three times as much conversation during the love events. Odd.

› **INSOMNIAC – makers of *Spyro* – are working on a mystery new platform game, rumoured to be *JT Racoon*. Our American correspondent says it's already looking like a potential *Jak and Daxter* beater.**

› **NAMCO** have confirmed that *Soul Calibur 2* is in development for PS2. Nothing has been shown of the game in action, but teaser materials indicate that a new shogun-style character will make an appearance.

› **MIDWAY are updating vintage shooter *Defender* for PS2. Little is known of the 3D remake, but Midway's conversion of *Spy Hunter* might be an indication of how the classic 2D gameplay will translate.**

› **STUDIO 3 INTERACTIVE** are bringing 8-bit classic *Last Ninja* to PS2. *Last Ninja: The Return* will abandon the original isometric look for a free-roaming 3D adventure akin to the adventures of Lara Croft.

GLOBAL WARNING! THE GETAWAY Licences allowing, Team Soho will make it possible to hijack any car and smash it up.

AUDI D'YA DO: A lot of work has gone into the car physics – the hairpin skids will look eerily realistic.

BACK STREET NOISE: The streets of London look oddly quiet so far – will it be possible to run people over?

>UPDATE シンセイヒントソクホウ

THE GETAWAY

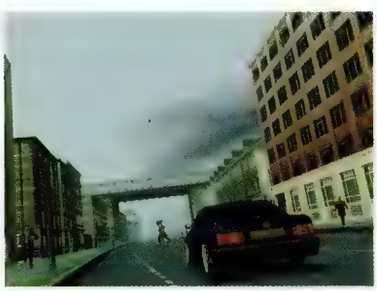
Sony unveiled new footage of their gangster's paradise at E3, but wouldn't let anyone touch it – are they hiding counterfeit goods?

A techno beat clunks methodically, a car squeals into a chuffin' nose-wheelie, and for all the highly produced gloss in the world, we *still* don't know how *The Getaway* feels to play. Sony have promised us a free-wheeling mission-based adventure set in ol' Landern tahn but, so far, we're not convinced how it'll hang together.

If nothing else, the recreation of London is breathtaking. As the car squeals down Oxford Street, you'll spot fast food franchises and banks in *all* the right places. From the detail on the Police cars, to the signs on the bus stops, everything looks authentic. Unsurprisingly, developers Team Soho won't let you explore every building in the game. It would take decades to render every last floorboard and rusty nail in one of the world's busiest cities.

Little has been seen of the on-foot sections. The E3 trailer gave us a brief glimpse of lead character Mark Hammond – a fugitive framed for the murder of his wife – limping down a back street like he'd taken a bullet. In another scene, he was pacing through a lovingly crafted restaurant. If anything, the character animation slightly upsets the illusion of reality created by the driving sections – though we're yet to see the purportedly great Talking Heads facial animation system in action.

PSM2 RECKONS *When a game's this ambitious, it's wise to keep it under wraps until it's ready. The prospect of smashing up a London bus keeps us keen..*



MISSION IN ACTION: It's still unclear if missions will be self-contained or affect the long-term direction of the plot.

LIGHTS GO CRAZY: If you disobey the Highway Code and run a red, the Police will chase you to your destination.

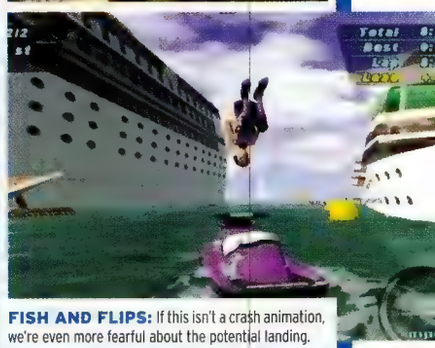
POLICE FORGIVE ME: You play the second half of the game as bent copper Frank Carter, where the story intertwines.

>DEVELOPMENT NEWS ニュース

SPLASH DOWN

The buzz at E3 was that Rainbow Studios' extreme racer had the best water effects of the show – after extensive play, we think people are missing the point. We were more impressed by the bike's physics, or rather the almost real sensation of skimming against the waves you get from the DualShock 2. Expect knockabout stunt gameplay in the style of *SSX*, and lots of gorgeous foamy trails.

PSM2 RECKONS *It's unlikely to revolutionise the extreme sports genre, but leaping through buildings always works for us.*



FISH AND FLIPS: If this isn't a crash animation, we're even more fearful about the potential landing.

"THE GAME'S FILLED WITH TENSION – WITH ALL THE FIGHTING – AND SOMEONE CANNOT KEEP THIS TENSION UP WITHOUT BREAKS. THAT IS WHY THERE ARE GIRLIE POSTERS ON THE WALL"

HIDEO KOJIMA

Explaining why the only real light relief from heavy gunfire is to spend a few moments with a pin-up. Hmm, very post-modern.

BYTESIZE CONT ソクホウ

> SEGA have hinted that two of their more 'aggressive' Mega Drive games will appear on PS2. Sources suggest that *Streets of Rage* and *Golden Axe* are prime candidates, with *Shinobi* and *Road Rash* outside bets.

> ACTIVISION are bringing *The Weakest Link* to PS2 this October. Anne Robinson's 128-bit debut should be a huge commercial success if the runaway sales of *Who Wants to be a Millionaire* are any indication.

> MIDWAY have confirmed 15 new titles for next year and beyond. Highlights include the controversial sounding *Red Card Soccer* and the self-explanatory *Insane Territory Snowboarding*.

> KONAMI have provided a sneak glimpse of Ninja from *MGS2*'s true identity. If you carefully pause the trailer movie on your PSM2 demo DVD, you'll see a flash of electricity across his mask when his face is briefly revealed...

> SCEI will release their darkly comic Japanese RPG *Okage: Shadow King* in late 2001. The cartoon graphics fall halfway between Ren and Stimpy and kids TV classic Trapdoor. The last boss? The Devil himself.

> 3DO, fathers of the diabolical *Army Men* games, are working on *Dragon Wars*, an airborne shoot-em-up based on the equally deplorable spell and slashin' *Might and Magic* series. Remain cautiously pessimistic.

> VIVENDI are putting the finishing touches to *Jurassic Park: Survival*, an extension of the popular movie franchise. The third-person adventure combines elements of platforming, stealth and zapping raptors with a cattle prod.

MX RIDER

Paradigm aren't shy about citing Tony Hawk's influence on *MX Rider* – it's all about realistic handling combined with entertaining gameplay. Squeezing the brake in the air tilts you forward, and gauging the rhythm of the jumps is crucial. On the less serious side, an *SSX*-style tricks-for-boost system gives you extra incentives to try that Can-Can as you take the jumps, and the starting girl dives for cover as the riders rev up.

PSM2 RECKONS *Getting very muddy and driving fast. Brilliant.*

SCRAMBLED EDGE: Hard-fought bike racing and some lunatic stunt riding should blend well.

COURSE YOU CAN: You can expect tight corners, flat-out straights and some huge jumps.

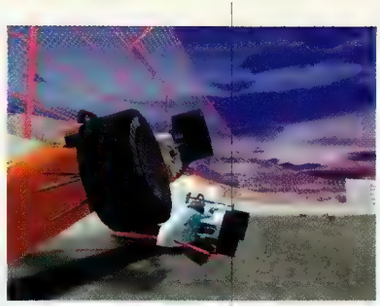
"MISSIONS INCLUDE RAM-RAIDING SWAT TEAMS, DEFENDING A TEAM FROM ASSAULT BY A TEAM OF ANGRY COLOMBIANS AND BEATING A DRUG DEALER WITH A BASEBALL BAT."

LESLIE BENZIES

DMA's lead producer, explains *Grand Theft Auto 3's* subtle depiction of some controversial urban issues.

FLY STALLONE: In Story mode, you'll swap between main driver Sly and the team rookie in order to achieve success.

WHEEL BAD DAY: It isn't clear if they'll patch you up in the pit lane, or just scrape you up with a shovel.



THE UNKNOWN SHUNTMAN: The racing will be tight, packed and arcade-style with frequent messy collisions.

SUMMER ASSAULT: The explosions will be more spectacular than any PS2 driving game to date.

DRIVEN

Rambo goes C.A.R.T. racing with Burt Reynolds. We nab exclusive details and warm up the ambulance.

Bam! Interactive have secured the rights to Sly Stallone's upcoming racing flick, Driven. In the least safety-conscious film pairing of all time, the man who went 12 rounds with Mr T drives around a concrete oval at 200 mph taking orders from the hirsute hero of The Cannonball Run. The dynamic duo might have problems getting motor insurance, but the prospects for the PS2 conversion are explosive.

The game will stick close to its inspiration. A large part of the film concerns getting 'in the zone' – a zen-like state when the drivers' concentration reaches a peak and they push themselves to the limit. If you manage a few flawless bends during the game, the scenery blurs and the view focuses in on the track. During this time, your car moves faster and offers improved traction. Hit a barrier or crash out, and it's back to normal.

The Story mode will offer scope for co-operative play. There's a scene in the film where Stallone has to stop his team's arch rival, Beau Brandenburg, from overtaking his younger partner. You've got to keep Beau pinned back and still finish behind your team-mate. In other sections you'll be racing headlong through busy city streets. Bam! Interactive are promising some of the most impressive explosions in a driving game to date.

PSM2 RECKONS *The code we're playing suffers from fiddly handling, but it's early days and the Story mode could prove truly engrossing.*

FLYING TOO HARD: Look, it's a Stallone film, the producers are contractually obliged to provide large explosions.

BARRIER WHITE: On some occasions, you'll be forced off track and into the bustling inner city.

BLOWING YOUR NOSE: It looks as if the chassis will break up in pieces before your eventual demise.

› **INTERPLAY** will release *Rubu Tribe*, a 3D puzzle adventure in the mould of *Lemmings*. You travel on a giant dinosaur fighting creatures and dodging environment hazards in an attempt to keep your tribe safe from harm.

› **EA are working hard on *F1 2001*, an arcade take on the tired Formula One racing genre. Before naysayers get too excited, the latest code looks tight and handles considerably better than most examples of F1 titles.**

› **KONAMI** have given us some promising preview code for *Police 24-7*, a conversion of the motion-sensing arcade shoot-em-up. It'll come bundled with a TV-top sensor so you can duck behind the coffee table.

› **SONY are beavering away on *PaRappa 2*, sequel to the popular cartoon rhythm action game. Incorporating a new two-player mode, PaRappa will be rhyming hard to stave off an alien invasion. Right on, brother.**

› **SUCCESS** are porting the popular on-line PC compendium *GameSpace 24* to PS2, including table-top greats such as Japanese Chess, East Wind Mahjong, Othello World, and Karaoke Heaven.

› **GENKI are working on *Tamamayu Monogatari 2*, sequel to *Jade Cocoon* – the RPG with quirky *Pokemon*-style battles. Expect increasingly diverse gameplay and more funky monster designs from Kondo Katsuya.**

DON'T MISS

BIG GAME NEWS, DELIVERED FAST:

REVIEWS pg60
Fill your brain with unbeatable buying advice.

STRATEGY pg96
Secret stuff *They* don't want you to know...

SUBSCRIPTIONS pg118
Don't miss an issue of PSM2 with our great offer.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

PSM2 MOST WANTED

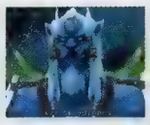
THE TEN GAMES WHICH KEEP PSM2 ACHING FOR RELEASE

1 METAL GEAR SOLID 2

That E3 trailer has re-ignited those fires of desire as we poke *MGS2* back in at the top.

2 FINAL FANTASY 10

After *MGS2* the only other game at E3 to show PS2's potential off to the full.



3 TONY HAWK'S PRO SKATER 3

Tony's own third place finds him robust, good looking and on-line compatible.

4 SSX TRICKY

EA ride the slippery slopes and look set to clock up yet another boarding success.

5 DEVIL MAY CRY

Dante: part demon, part human and the coolest thing in survival horror.

6 ICO

A new take on fantasy adventure and another Sony title shooting up our top ten.

7 STUNTMAN

We've fallen for this in a leaping-Lee Majors-action-movie kinda way.

8 SILENT HILL 2

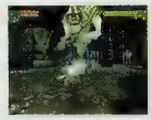
It's evil, pure evil and it'll turn your head inside out. Why does that make you smile?

9 AIRBLADE

The future sound of urban 'board frenzy. Skating on air and turning tricks for fun.

10 MAXIMO

A case of *Ghosts and Goblins* for a new generation but, so much more as well.



OUR LEAST WANTED

You can take your title and..

ARCTIC THUNDER

Not a scratch on EA's *Sled Storm 2*, *AT* needs a serious polish before launch.

EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

Action Adventure, Platformer, Racing, Sim, Strategy

JULY 2001

ATV Offroad	SCEE
Bloody Roar 3	Virgin
Cart Fury	Midway
D.N.A.	Virgin
Ephemeral Fantasia	Konami
Escape From Monkey Island	Activision
Freak Out	Virgin
Gran Turismo 3	SCEE
Hidden Invasion	Virgin
Jurassic Park: Survival	Vivendi
NBA Street	EA

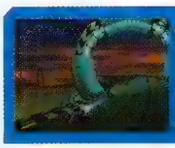
ONIMUSHA

Resident Evil [illegible] instead of guns and zombies instead of guns and jumpiness. We reviewed the game back in April's issue – pre-release – it got a big 80.

Stunt GP	Virgin
UEFA Challenge	Infogrames

AUGUST 2001

18 Wheeler: American Pro	Acclaim
Dark Cloud	SCEE



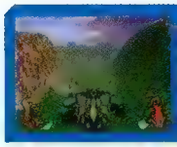
EXTREME G3

Go pillion with the fastest bikers in tomorrow as [illegible] demand that the opposition eat beat dust to the chequered flag.

Paris-Dakar Rally	Acclaim
Resident Evil Code: Veronica X	Capcom
Shadow Man: 2econd Coming	Acclaim
Twisted Metal: Black	SCEE
Victorious Boxing	Empire
Zombie Revenge	Acclaim

SEPTEMBER 2001

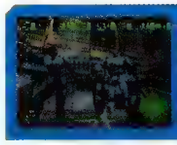
Alone in the Dark	Infogrames
Alex Ferguson's Player Manager	3DO
Baldur's Gate: Dark Alliance	Interplay
Commandos 2	Eidos
Conflict Zone	Ubi Soft
Evil Twin	Ubi Soft



GIANTS: CITIZEN KABUTO

Pack your pic-er-nic basket and sandwich-bowlder as interplay allow you to gargun crazy explore your feminine [illegible] and stomp the little people.

F1 2001	EA
Jimmy White's Cueball World	Virgin
Le Femme Nikita	Infogrames
Lotus Challenge	Virgin
Madden NFL 2002	EA
MX 2002	THQ
NHL 2002	EA



PROJECT EDEN

Lowdown adventure in a [illegible]ise ry of sin, mutants, teamwork nd revolutionary gameplay a on der ad zone. Best spread of creative wings.

Portal Runner	3DO
RLH	Interplay
Soul Reaver 2	Eidos
Supercar Street Challenge	Activision
This Is Football 2002	SCEE
Thunderhawk: Operation Phoenix	Eidos
Tonka Monster Truck	Infogrames
Wingover 3	JVC
World Championship Snooker	Codemasters
WTA Tour Tennis	Konami

OCTOBER 2001

Age of Empires 2	Konami
Batman: Vengeance	Ubi Soft

CAPCOM VS SNK 2

Two of the biggest beat-'em-up games route to fight and prove 2D combat is far from dead. Arcade class, all your favourites and those outrageous combos.

Dropship	SCEE
Drakan	SCEE
End Game	Empire

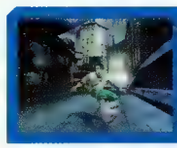
HERDY GERDY

Puzzling puzzler where [illegible] called upon to make the most of your pack instincts. An elaborate 'lemmings' of something more special.

Kelly Slater's Pro Surfer	Activision
Klonoa 2	SCEE
MXrider	Infogrames
NHL Hitz	Midway
Silent Hill 2	Konami
Spy Hunter	Midway
The Weakest Link	[illegible]

NOVEMBER 2001

Arctic Thunder	Midway



AIRBLADE

Dreams of being [illegible] become reality as this futuristic boarder does away with the wheels. Check out the footage on this issue's DVD.

Crash Bandicoot	Vivendi
Devil May Cry	Capcom
Downforce	Virgin
Driven	Bam!
FIFA 2002	EA
Global Touring Challenge	Rage
Half-Life	SCEE
Jak and Daxter	SCEE
James Bond 007 in... AUF	EA
Jeremy McGrath Supercross 2002	Acclaim
Legion: The Legend of Excalibur	Midway
Motor Mayhem	Infogrames
Robocop	Virgin
Salt Lake 2002	Eidos
Splashdown	Infogrames

SSX TRICKY

If the old saying 'things can only get better' is true, then *SSX Tricky* promises to be the best game ever to slip inside Sony's bleak drawer of gaming revolution.

Top Gun	Virgin
WipEout Fusion	SCEE
World Rally Championship	SCEE

WWF SMACKDOWN! JBI

Moonsaulting onto a PS2 near you before the end of the year with more grit than a rabid dog. A definite contender for the chat's top slot.

LATE 2001

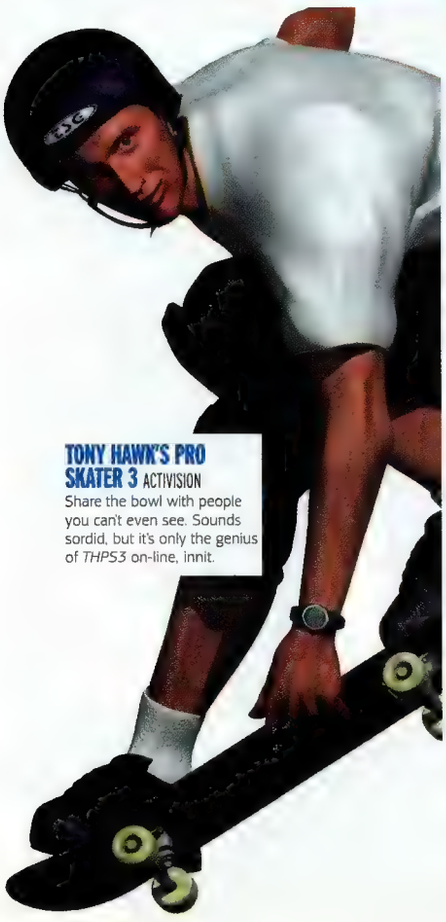
Bass Strike	THQ
Blood Omen 2	Eidos
City Crisis	Take 2
Dave Mirra Freestyle BMX 2	Acclaim
Deus Ex	Eidos
Disney's Tarzan	Ubi Soft
ESPN X Games Skateboarding	Konami
F1 Championship Racing 2	Ubi Soft
Frogger: The Great Quest	Konami
Grandia 2	Ubi Soft
Grand Theft Auto 3	Take 2

ICO
A sleeper hit from Sony that left us all abuzz with its beautiful backdrops, environments, sound effects and imaginative storyline when we saw it at E3.

Hype: The Time Quest	Ubi Soft
Legends of Wrestling	Acclaim
Lego Racers 2	Lego
LMA Manager 2002	Codies
Maximo	Capcom
Max Payne	Take 2
Maelstrom	Virgin
Monster Jam: Max Destruction	Ubi Soft
No-one Lives Forever	Vivendi
Pirates of Skull Cove	EA
Police 24/7	Konami
Prisoner of War	Codemasters
Rainbow Six	Ubi Soft
Rayman M	Ubi Soft
Rubu Tribe	Interplay
Rune	Take 2
Shiny Red Racer (working title)	Acclaim
Silent Scope 2: Dark Silhouette	Konami

SLED STORM 2
Another high adrenaline title from EAs BIG Studios has you churning up the drifts, leaping crevasses and pulling off motorcross-style tricks mid-air.

Smuggler's Run 2	Take 2
Star Trek: Shattered Universe	Interplay
State of Emergency	Take 2
Test Drive	Infogrames
Test Drive Off Road	Infogrames
The Getaway	SCEE
Time Crisis 2	SCEE
Tribes 2	Vivendi



TONY HAWK'S PRO SKATER 3 ACTIVISION
Share the bowl with people you can't even see. Sounds sordid, but it's only the genius of *THPS3* on-line, innit.

2002

Ace Combat 4	SCEE
Defender	Midway
Dredd Versus Death	Rebellion
EXO	Infogrames
Fireblade	Midway
Ghost Master	Empire
The Great Escape	SCi

KINGDOM HEARTS
Disney and Square team up for an RPG like no other. See famous faces like Goofy and Donald Duck beating the heinous evil of *Final Fantasy*-style evil doers.

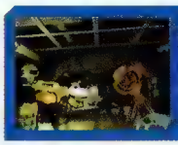
Jinx	Acclaim
La Femme Nikita	Infogrames
Metal Gear Solid 2	Konami
Monsters, Inc.	SCEE
Primal	SCEE
Red Card Soccer	Midway
Rocky Interactive	Rage
Spider-Man: The Movie	Activision

STUNTMAN
Set up your own scenes and then execute them perfectly to keep movie moguls and the punters happy. Screw up and it's a one-way trip to intensive care.

Starsky and Hutch	Empire
Superman	Infogrames
TimeSplitters 2	Eidos
Tomb Raider: Next Gen	Eidos
World Sports Cars	Empire

TO BE CONFIRMED

Alien Versus Predator	Vivendi



ALIENS: COLONIAL MARINES
The rattle of pulse rifle against face hugger, the ping of motion device... these and so many more make this one of our very special friends.

Austin Powers 2002	Take 2
Bass Strike	THQ
Barbarian	Titus
Casper: Spirit Dimensions	TDK
Dark Summit	THQ
David Beckham Soccer	Rage
Dragonball Z	Infogrames

DEAD TO RIGHTS
Max Payne/Dead to Rights clone. Interesting to see which it is, as it makes the biggest arm in gun firecrackers when they turn up guns blazing.

Dragon Wars of Might & Magic	3DO
Dynasty Warriors 3	KOEI
E.O.E.	Eidos
ESPN X Games Snowboarding	Konami
ESPN Winter Games	Konami
Final Fantasy 10	SCEE
Final Fantasy 11	SCEE
Frequency	SCEE
G-Surfers	Midas
Galleon	Interplay
Goemon Action RPG	Konami
Gumball 3000	SCi
H2Overdrive	Crave

ISS 2002	Konami
Jeremy McGrath's Supercross	Acclaim
Kessen 2	Midas
Kinetica	SCEE
The Lost	Ubi Soft
Mat Hoffman's Pro BMX 2	Activision
The Matrix	Interplay
Medal of Honor: Fighter Command	EA
Mini Golf Maniacs	Vivendi

MOH: FRONTLINE
Guns for the young. Well actually, guns for all of us as the WW2 saga of Jimmy Patterson comes noble hopping onto PS2. Frankie says: wars profitable.

Mission: Impossible 2	Infogrames
Monster Rancher 3	Tecmo
The Mummy Returns	Vivendi
MX2002 Feat. Ricky Carmichael	THQ
NFL Quarterback Club 2002	Acclaim
OKAGE: Shadow King	SCEE
Onimusha 2	Capcom
Pac-Man World 2	Namco
Penny Racers	Midas
Pro Evolution Soccer	Konami
PRYZM: The Dark Unicorn	TDK
Reload	SCEE
Resident Evil 4	Capcom
Roadsters 2	Titus
Shaun Palmer's Pro Snowboarder	Activision
Settlers	Ubi Soft
Simpsons Road Rage	Vivendi
Soldier of Fortune	Majesco

SOCOM: US NAVY SEALS
Voice commanded commandos using their own kind of semi-automatic teamwork to PS2 in this pseudo Rainbow Six action/strategy title.

Speed Devils 2	Ubi Soft
Star Trek: Elite Force	Activision
Star Wars: Racer Revenge	Activision
Suikoden 3	Konami
Tenchu 3	Activision
Tetris Worlds	THQ
The Thing	Vivendi
This is Football 2003	SCEE
Thunderbirds	SCi
Titanium Angels	SCi
Tokyo Highway Battles	Ubi Soft
Tour de France	Konami

TOMB RAIDER NEXT-GEN
Here she comes, back from reboot. Lara Croft is Hollywood to prove that she's still got it when it comes to what she does best – jumping off stuff.

Trophy Bass	Vivendi
Turok Evolution	Acclaim
Ultimate Fighting Championship	Crave
Vampire Nights	Namco
Virtua Fighter 4	Sega
World of Outlaws Sprint Cars	Infogrames

Incoming is your complete guide to the future for your PS2. The release dates are correct, to the best of our serious knowledge, as we went to press. This listing is updated every month – but please, don't give us a hard time about slippage, canning and alterations.

DEVELOPER CONTACTS

Who to call when you're finding it hard to sleep because *Casper* has slipped.

3DO
0906 753 2244
www.3doeurope.com

ACCLAIM ENTERTAINMENT
0207 344 5000
www.acclaim.com

ACTIVISION
01895 456 700
www.activision.com

ARGONAUT
0208 200 5777
www.argonaut.com

BAM!
020 6428 7802
www.bam4fun.com

BASTION (for 3DO)
0207 490 323
www.bastion.co.uk

CAPCOM EUROSOFT
0207 925 2526
www.capcom.com

CODEMASTERS
01926 814 132
www.codemasters.com

CRAVE
020 8968 8088
www.crave.co.uk

CRYO INTERACTIVE
0121 250 5070
www.cryo-interactive.com

EIDOS INTERACTIVE
020 8636 3000
www.eidosinteractive.com

ELECTRONIC ARTS
01932 450 000
www.ea.com

EMPIRE INTERACTIVE
0208 343 7337
www.empire.co.uk

INFOGRAMES
0208 222 9700
www.infogrames.com

INTERPLAY
0207 821 6815
www.interplay.com

KONAMI EUROPE
01895 853 000
www.konami.com

LEGO
0870 600 3003
www.legomedia.com

LUCASARTS
www.lucasarts.com

MIDAS
01279 858000
www.midasinteractive.co.uk

MIDWAY GAMES
0207 938 4488
www.midway.com

RAGE
0151 237 2200
www.rage.co.uk

REBELLION
www.rebellion.co.uk

SCi
020 7585 3308
www.sci.co.uk

SEGA
020 8996 4509
www.sega-europe.com

SONY EUROPE
0207 533 1400
www.playstation.co.uk

TAKE 2 INTERACTIVE
01753 854 444
www.rockstargames.com

TDK
www.tdk-mediactive.com

THQ
01483 767 656
www.thq.com

TITUS
0207 700 2119
www.titussoftware.com

UBI SOFT
0208 944 9000
www.ubisoft.co.uk

VIRGIN INTERACTIVE
0207 551 4222
www.vie.co.uk

VIVENDI
0118 920 9100
www.sierra-online.co.uk

NIGHTMARE FROM LA

This slice of survival hell comes from Konami's E3 demo of *Silent Hill 2*. There're no flashy intro screens or complicated options to speak of, just half-an-hour of pant-searingly intense gameplay. Having played the game to destruction, it's... er, just what we wanted.

BITTER HILL TO SWALLOW: It might be short, but the demo is truly nerve-racking stuff.

KNIFE ON THE EDGE

WITH SILENT HILL 2

Just who can you trust? This mystery woman seems friendly, but ends up mumbling incoherently and smashing a TV over some poor bloke's groin

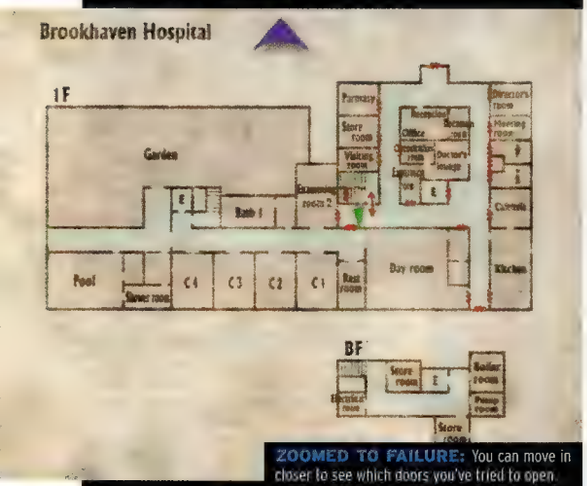
EXPECTED UK OCTOBER

SILENT HILL 2

An abandoned mental asylum, a shadowy flicker, a violent scream... *ohmigod*, pupil-dilating terror is making a comeback. We clawed the filth off Konami's latest chiller and prepared for a sleepless night.

MAP YOUR SHORTS

Silent Hill 2 is dark. *Really* dark. Darker than reading Goethe in an eclipse. So it's just as well the map system is so effective. Each floor has its own blueprint, with red pen marks to indicate which doors you've tried to open. A tap of ⊗ allows you to zoom in on each room. Thankfully, the menu system is equally user-friendly.



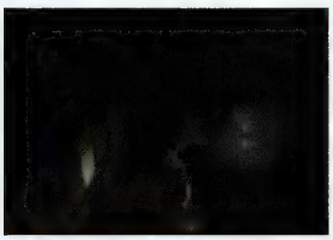
ZOOMED TO FAILURE: You can move in closer to see which doors you've tried to open.

NURSE CASE SCENARIO: The town is populated with former employees of the asylum.

TOUCHING SLOTH

The monsters in *Silent Hill 2* are a disturbing bunch. The demo features freakish humanoids, who – for some mysterious reason – have pincer-like legs in place of their torsos. These revolting mutations look genuinely slippery and wail like trapped cows. Stop these freaks by pumping them full of handgun lead or, alternatively, battering them with a nail on a stick. There should be more effective weaponry hidden away in the full game, but until then: whack, whack and, indeed, whack.

STICK IT TO 'EM: The mis-shapen zombies won't go down without a number of trusty whacks.



TORCH THE SCHMUCK: With your weedy torchlight, you'll hear the bad guys before you see them.

LEG, OVER: The mutated freaks wiggle around for a long time before they finally croak.

JELLY HALLWAY-SMELL: The horrific monsters take yoga to strange new places.

SILENT HILL 2

INFO
- **DEVELOPER** KCET
- **PUBLISHER** Konami
- **GAME TYPE** Horror
- **COMPLETE** 85 percent

ANTICIPATED FEATURES
- An adventure set parallel to the familiar Silent Hill universe
- Combine items to solve complex logical problems.
- Dynamic real-time lighting and shadowing effects
- Continuously streamed real-time gameplay – no noticeable loading times.

How many games have *genuinely* scared you? Honestly. Not many, is it? You may've jumped at *Resident Evil*, or felt mildly disturbed by *Parasite Eve*, but you've probably never been forced to look away from the screen in disgust. No game's been sufficiently graphic – or relentless – to merit the reaction. But with the power of PS2, that's set to change. We prised a *Silent Hill 2* demo from the twitching hands of Konami's KCET team and settled down for a troubled night.

So how does it play? Sorry, *feel*? Good and, well... eugh, in that order. The control system will be instantly familiar to fans of the first game, or indeed anyone who's ever played a survival horror game. The camera deliberately limits your view in order to heighten the tension. As you can tell from the screenshots, the game is oppressively dark. You're basically left to muddle along, relying on your ears for guidance. Every scrape, tap and scream leaves you choking in fear of the next corner. The experience is never entirely pleasant – you'll hold the joypad at arm's length like a headless, mouldy kipper.

The developers have succeeded in creating the Japanese 'curve-ball' horror that they talked about in PSM2#06. The terror is never dangled in your face, just hinted at like a lingering shadow. Try to imagine the prickly surrealism of David Lynch twinned to the noirish claustrophobia of a David Fincher flick. When the beastly aberrations do make an appearance, you only catch spotlit glimpses of shiny, slithering flesh and pincer-like limbs. You're never quite sure what you're dealing with. Forget the dream-like quality, this is the sole preserve of nightmares. **PSM2**

Silent Hill 2 will be dragging itself onto UK shelves this October – just in time for Halloween

BLADE IN JAPAN: Even in the Far East, body-length swords are considered quite scary.

TURN OVER FOR MORE SILENT HILL 2

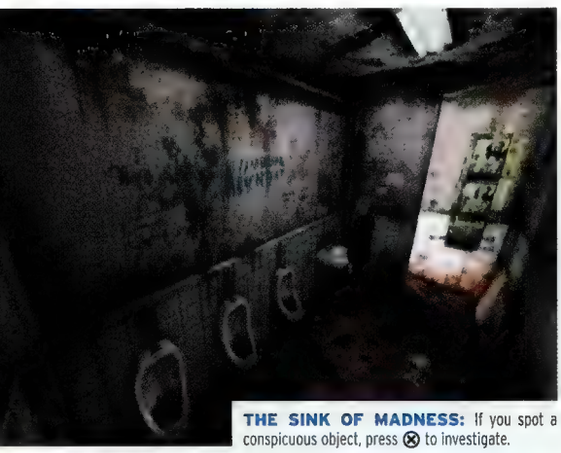
TERROR-VISION CONTROL

Our hero, James, moves in a similar fashion to survival horror veterans Jill and Chris from *Resident Evil*. The targeting system and isometric controls are largely the same. When James sprints for a long duration, he's forced to stop for a breath of air. This isn't normal heavy respiration, but the panic-choked gasps of a man on the edge. Due to the imposition of the game camera, it's quite easy to run yourself into blind walls. Although there's no immediate 180° turn function like *Resi*, there's a handy option to strafe left and right.

L1 strafe left
R1 strafe right
L2 look ahead
R2 draw weapon

△ activate map
○ run
✕ action button
□ activate flashlight

START menu
SELECT menu
Left Analogue forward /backward/rotate

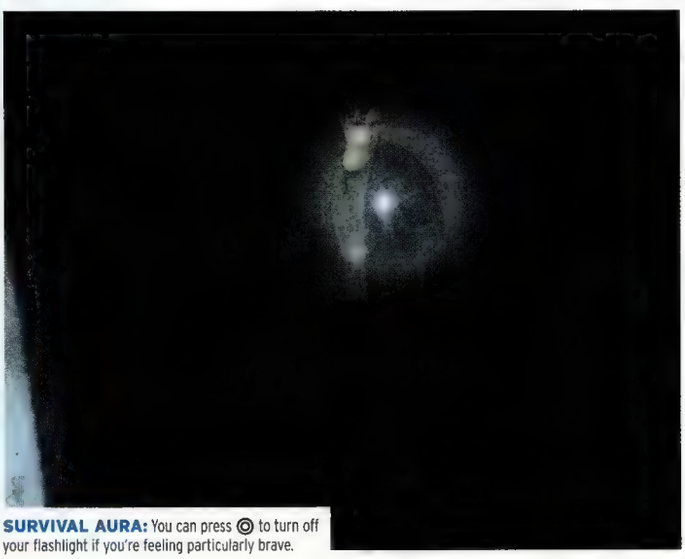


THE SINK OF MADNESS: If you spot a conspicuous object, press ✕ to investigate.

CUT SOME RUG: The cut-scenes get triggered automatically when you meet key characters.

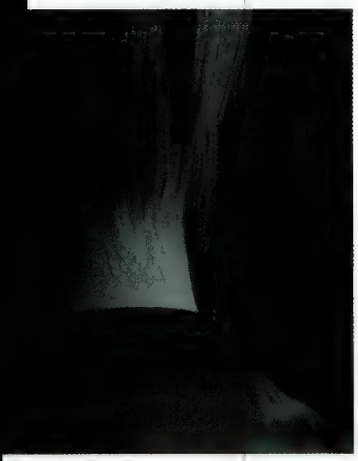
HORRORNATION STREET: Your character moves true to survival horror tradition.

PAD LIEUTENANT: You'll need to inspect bloody areas closer in order to pick up clues...



SURVIVAL AURA: You can press ○ to turn off your flashlight if you're feeling particularly brave.

JAMES THE PRATT: Each and every time our hero's patience starts to wane, the dark yet beguiling Maria starts to talk him round with some suggestive touching and saucy comments.



CHARACTERS

As well as the put-upon protagonist, James Sanderland, there's a host of other characters that make up the rest of the main game. You can't trust 'em as far as you can throw 'em.

ANGELA
You meet this mysterious woman in the graveyard. In the trailers we've seen, she stamps furiously on a bagged corpse - or, at least, we hope it is - before dropping a television on its groin. She'll either help you, or stamp on your cashews like the Duracell bunny.

JAMES
After receiving a letter from his dead - yes, dead - wife, James abandons his cosy existence to visit the nightmare world of Silent Hill. Our enigmatic hero will stop at nothing to unravel the mystery. Spends most of his time puffing and frowning intensely.

MARY
This is how James' wife used to look before her mysterious death. She appears in a flashback scene and asks James if he'll take her back to Silent Hill - the place where they fell in love - while coughing like a fragile kitten. Whatever could've killed her?

MARIA
Spends most of her time staring dolefully at James with 'wait until the kids are in bed' eyes. Our gut reaction says she's a nasty bit of work. Which, given the nature of Silent Hill, probably means she's the nicest character in the game. Who *can* you trust?

LAURA
This eerie little girl made friends with your late wife while she worked in Silent Hill's hospital. She's probably the key to the whole mystery. Like all creepy children, she's inclined to juxtapose nursery rhymes with hissed insults. We blame the Teletubbies.

EDDIE
A disturbingly Hicksville tub o' lard who talks about shooting people in cold blood. The next time you see him, he's puking his guts into a basket. Either he's forgetting to wash his hands, or the guilt of a needless act is weighing him down. Gawd, *another* loony.

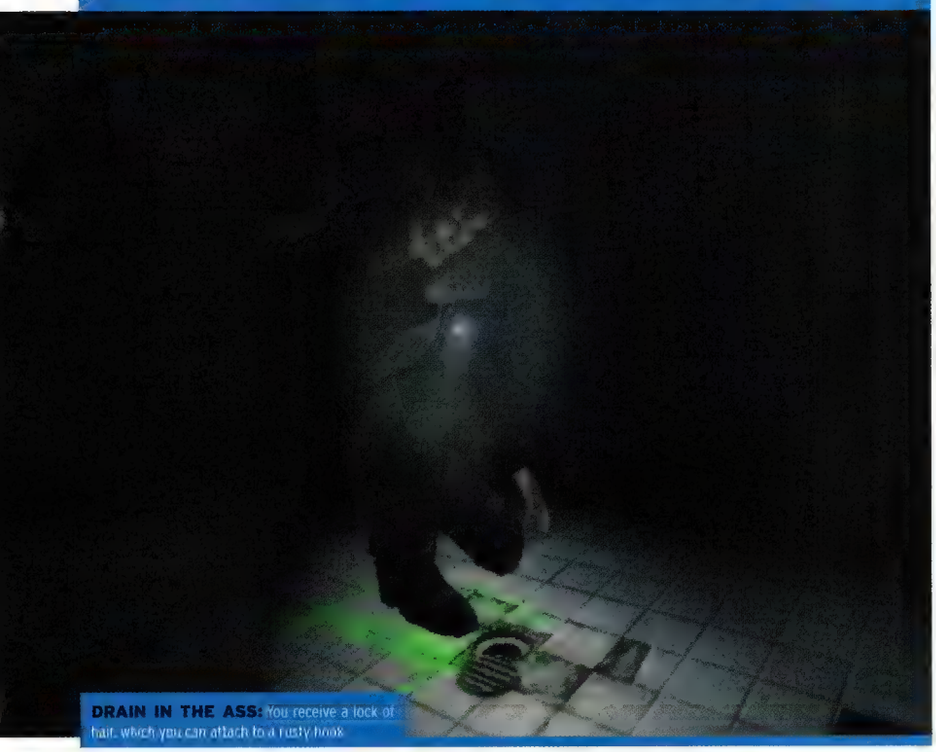
BOX OF HORRORS

Puzzles fall into two main categories: the grey-look stone key variety and the scratch-out-eyes-out-loved-the-Ark-Itch-give-you-Ronnie-Barkers. In the demo, some of the puzzles were randomly generated each time we played. Just clap your eyes on this

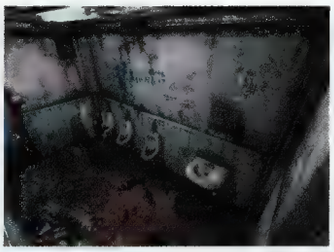
KEY MAJORS: Don't be fooled by the typewriter, what you really need is that little blue card.

TWIST AND SHOUT: You've got to read the numbers sideways to get the safe combination.

DIGIT BARDOT: Insert the key and twist the numbers to unlock your incredible prize.



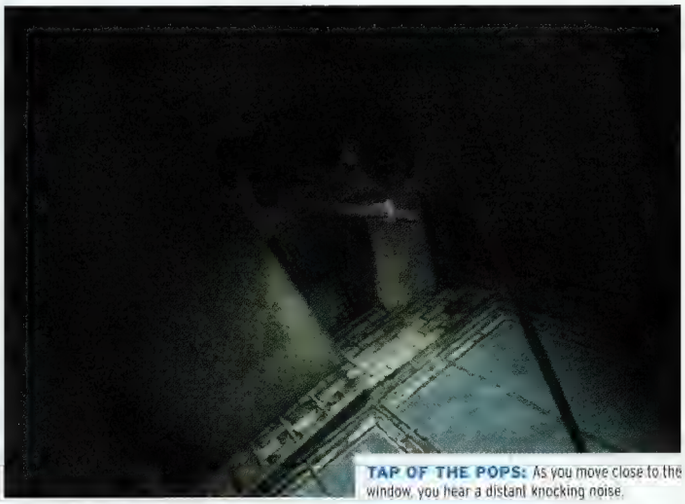
DRAIN IN THE ASS: You receive a lock of hair, which you can attach to a rusty hook.



ROCK 'N' BOWL: Don't be fooled by the bittersweet guitar music of the trailer – silence prevails.

SOUND OF VIOLENCE

Ambient noise wails like a banshee in the eerie world of *Silent Hill 2*. You'll hear distant tapping near barred windows, and lino-moistening slithers as you approach blind bends. The feeling of paranoia is absolute. Your portable radio crackles with static each time a monster approaches. Trust us, you've never be so keen to hear Chris Moyles' voice... Even when you put the suckers down, they make a glooping noise like a jellied eel. Not nice.



TAP OF THE POPS: As you move close to the window, you hear a distant knocking noise.

LIFT RICHARDS: The rattling chains of the broken elevator will drive you completely insane.

NURSE CHORUS: The sound of approaching footsteps echoes ominously down the dark halls.

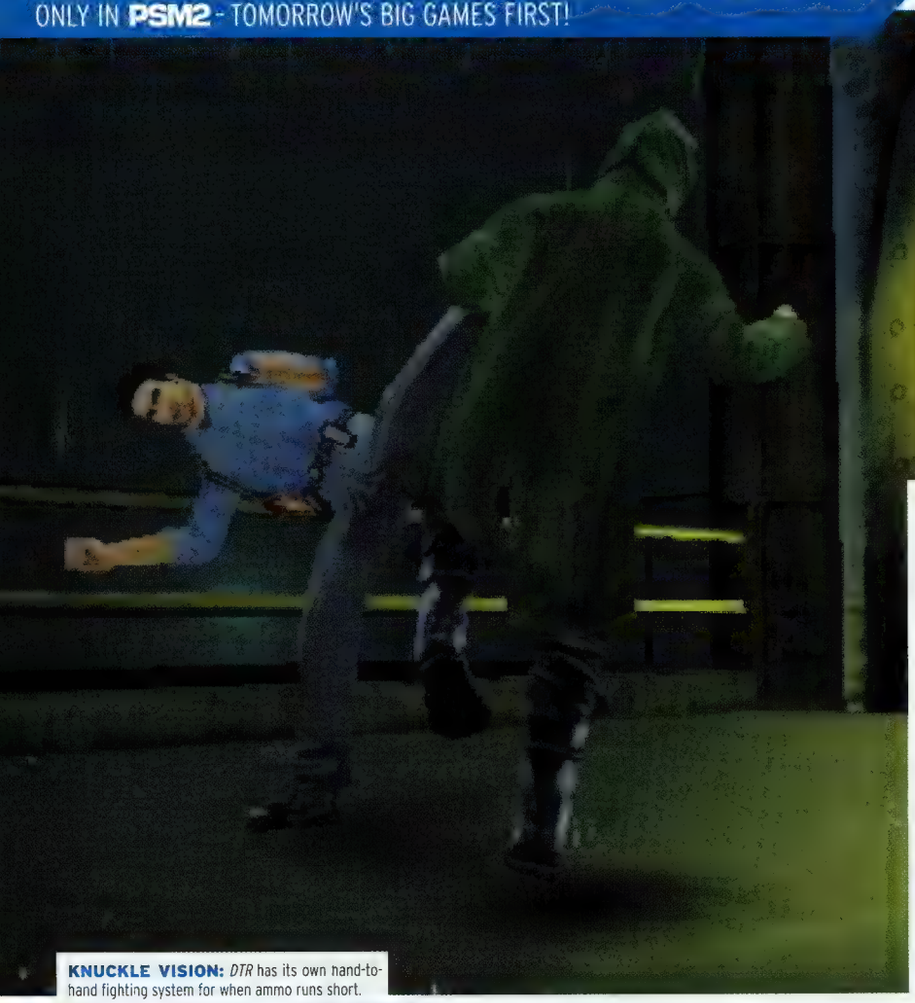
BODY AND DOYLE: The monsters sound like wet fish as they wiggle about on the floor.

PSM2 GUT REACTION

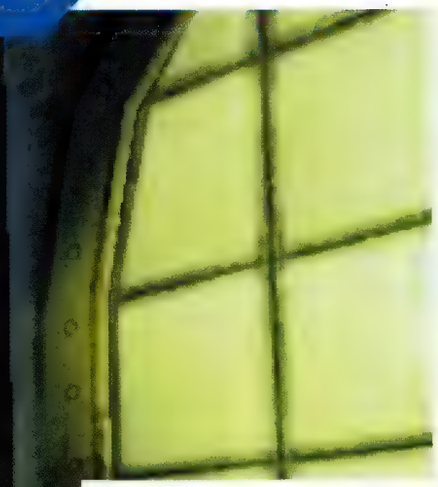
The atmosphere is genuinely squeamish, no small feat for a smearing of polygons dribbled on a TV. The plot is as intriguing – and ambiguous – as the first game, raising our hopes for an immersive experience. Yet there's no escaping the feeling that *Silent Hill 2* might be *too* dark for its own good. Just look at the screenshots. The experience is so claustrophobic, and the ambient scraping metal noise so grating, that you'll secretly long for a blast on *Kuri Kuri Mix*. We're hoping the finished game will strike the right balance between terror and relief.

+ Impressive lighting effects, rich atmosphere and haunting sounds.

- Annoyingly contrived camera angles and blundering repetition.



KNUCKLE VISION: *DTR* has its own hand-to-hand fighting system for when ammo runs short.

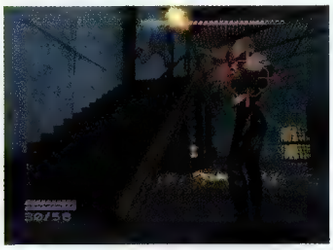


DEATH AND DUMB

Each enemy model contains around ten different impact hotspots, so when you injure or kill a villain, their bodies will react differently depending on where you hit them. When Jack grabs an enemy from behind, their heads crack back realistically and their sagging bodies flop to the ground.

JAW HAVING A LAUGH: See how the force of an impact sends the enemy soaring backwards.

BOSSPOT: Leather clad and heavy with grenade-launcher, this beauty's a hard-as-nails boss.



DIVE BUNNY: Slate can dive forwards, backwards, left and right - shooting like a pro while he's doing it.

CHESTY MORE GUN: True to its Hong Kong action movie roots, *DTR* features tense stand-offs.

EXPECTED UK TBC 2002

DEAD TO RIGHTS

You're framed for the murder of your dad. You've escaped from prison. You're after the truth. And you're going to shoot people 'til you get it...

Currently being coded into shape by a small in-house Namco team based in San Jose, USA, *Dead to Rights* is not, despite its gritty look and sneak-shoot-bang-bang-death feel, designed to compete against the likes of *Metal Gear Solid 2* and *Syphon Filter*. No, this is a game which *really* thinks it's a film.

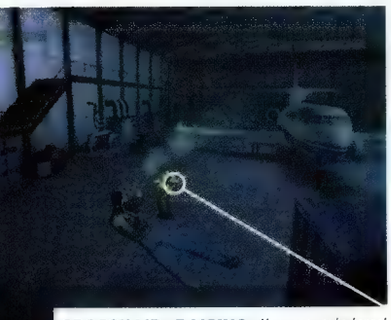
We know what you're thinking 'cos we did too. But rather than trying to pitch this as some kind of mashed-up 'interactive movie', the development team are combining a film noir-style plot rammed with cliffhanger moments, and full-on Hong Kong action movie thrills, to create an edgy title. Think of Night of the Hunter crossed with The Fugitive and you get an idea of what Namco are going for.

Dead to Rights' game world has been developed by Producer Andre Emerson and Flint Dille, a scriptwriter who's been involved with projects as diverse as An American Tail 2 (yes – the mouse movie), *Corpse Killer* on Mega CD and *Soviet Strike* on PSone.

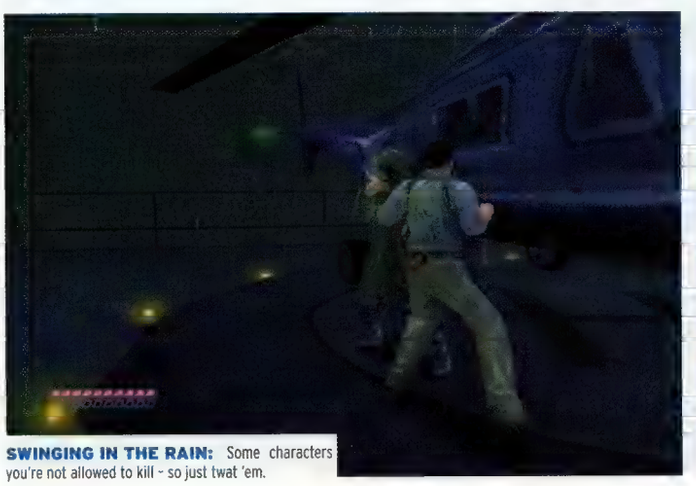
The story itself is refreshingly different. Set in the present day, you're Jack Slate, a cop who's been framed for murder. After escaping from prison you're on a hunt to discover why you've been set up and who really killed your father. Without any form of back-up or Snake-style radio contact with HQ, it's up to you alone to sort out friends from enemies.

How do you do this? Mainly with a gun. But there are moments when you'll have to use blunt instruments – such as a pool cue – to take out cops and other characters who mustn't be killed in the game (you're a cop, after all). Take a look at these new shots to find out more explicit details... **PSM2**

We'll be getting down with Dead to Rights *early next year.*



CROSSHAIR RAISING: You can auto-target enemies using L1 then fire using ⊗.



SWINGING IN THE RAIN: Some characters you're not allowed to kill - so just twat 'em.

HANGAR ROUND: Twin fist .45 action straight outta Woo land. The animation's beautifully smooth.

namco

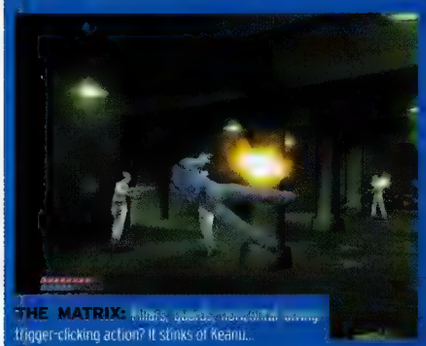
INFO
- **DEVELOPER** Namco (Dallas)
- **PUBLISHER** Namco
- **GAME TYPE** Crime Action Thriller
- **COMPLETE** 40 percent

ANTICIPATED FEATURES
- Realistic guns and other weapons, including twin .45s, shotguns, sub-machine guns and assault rifles.
- Time taken to finish the game's currently being put at around 12-25 hours.
- Interactive replay sequences.
- Realistic puzzles (such as lock picking) and a selection of mini-games to beat.

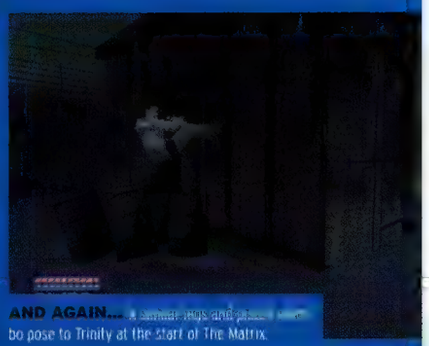
AUTO-CINEMATIC

Namco's *Dead to Rights* team are determined to create a game which defies other genres and defines its own – Crime Action Thriller. Although it's a story-driven experience and the suspense-riddled plot's sure to be captivating, it's the twin-pistol action side of things you'll recognise from the movies...

RESERVOIR DOGS: Or Face/Off. Kind of Automatic Weapons? At this range? Crazy!

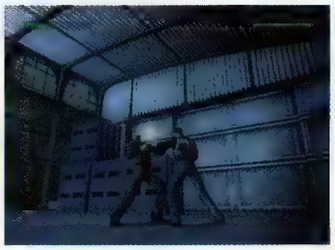


THE MATRIX: Killers, guns, motorbikes, driving, trigger-clicking action? It stinks of Keanu...



AND AGAIN... A similar legs and guns bullet-time bo pose to Trinity at the start of The Matrix.

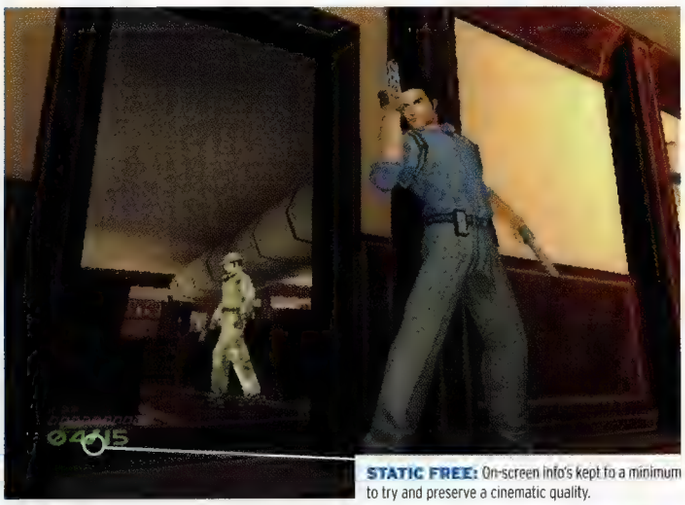
TOTAL RECALL: Human shield? Pick any Arnie flick. Apart from Kindergarten Cop. Or Twins.



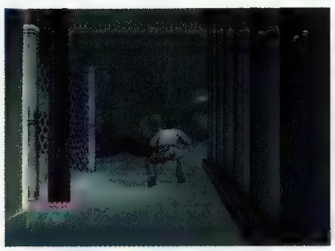
PACE, MAN: There'll be no stat screens or missions – it's been designed to unfold like a film.

FEATURE COMFORTS

We all know how important it is for development teams to spend time adding the little details, the imaginative subtle touches that make a game stand out from its competitors – and you know how good *Metal Gear Solid 2's* going to be. We're pleased to report that *Dead to Rights* is full of them, with Namco's team clearly trying to work some entertaining features into the framework of what is, at first glance, *just another third-person action adventure*.



STATIC FREE: On-screen info's kept to a minimum to try and preserve a cinematic quality.



SILENCE COPES: You'll have to avoid 'audible detection' by holding L1 to sneak around.

CAM HELL: The camera system ensures a threat's always visible – you're never shot from off-screen.

DISARMADILLO: Try to snap a guard's neck and there's resistance followed by a cracking sound...

PSM2 GUT REACTION

We were worried, but we had no right to be – *Dead to Rights* actually seems to work pretty convincingly. We're unsure how well the whole story aspect will click with the action side of things (all we've seen so far is shooting, disarming, neck-snapping... but little of how the plot develops alongside this). However, it's very easy to pick up a DualShock 2 and launch straight into it – Slate moves very intuitively. It's good to see Namco trying something different.

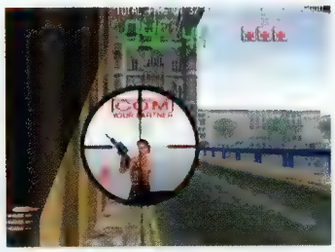
+ Arcade skeleton, movie-style plot development.

- Will it be as action-packed as the likes of *Max Payne*?

AUTO-FIRE: Here's one of the rapid-fire areas – close-range shooting, but lots of people to hit.

EXPECTED UK NOVEMBER

DOOM WITH A VIEW: If you were playing as the cop here, you'd be seeing the action from the river.



FRIENDLY FIRE: You can even shoot your partner, without any ill effects.

DAY OF THE JACKAL

As well as the cop from the first game, there's now a freelance sniper called The Jackal taking the law into his own hands. They aren't working together at first – and the new bloke seems to know an awful lot about the bad guys – but they soon reconcile their differences by shooting lots of people. Together. Aww.

JACKAL OF ALL TRADES: He's the UK's mysterious protector, although he's actually Spanish.

THE MONEY SHOT: Trying to pop a guy on a moving plane while you're in a helicopter isn't easy.

SILENT SCOPE 2: DARK SILHOUETTE

Left a bit... right a bit... "CALM DOWN!" Time to lay off the caffeine – the most off-putting sniper sim in the world's back and it's just got an awful lot harder.

Somehow, the sniper lifestyle doesn't seem to lend itself to buddy-buddy wisecracking. Imagine – you've got the terrorist leader in your sights. You're gently – *gently* – squeezing the trigger. Then your mate says something funny, and you send a bullet flying into an innocent pot-plant. Besides, it wrecks that nonchalant lone gunman image.

FREE AS A BIRD: Falcon's back - but this time he's split from his government employers.

Still, that's exactly what Konami have done with *Silent Scope 2*. Like *Time Crisis 2*, the arcade version of *Dark Silhouette* includes two cabinets side by side, each with a huge great gun bolted to the front, and each offering a different viewpoint on the same action. If you haven't got a mate with you, a computer-controlled partner does the honours. He keeps Johnny Terrorist distracted – you bust a cap in the back of their head and leave them sneezing brains. Charming.

The two-player mode'll be catered for on PS2 via a link-up option, but there's also a Duel mode – where the aim is to locate the other player and shoot them.

This time, there's a bit more variety in the action, with sections almost based around rapid firing. In one early stage, balaclava-wearing goons swarm over an aircraft and you pick them off like flies – but they all shoot back, making the game less dependent on those irritating time limits and more a question of survival. There's also the thoughtful addition of thermographic and X-ray vision – the former's fairly similar to night vision, but the latter lets you shoot targets through soft walls. And even curtains.

The action's moved out of America, making it a bit more varied. There's a shootout in 'Ancient England' (in North Yorkshire, apparently), a ski-chase in Norway, and even a showdown in a Birmingham theatre.

Finally, it's *much* harder than the last game – always a bad thing when you're paying in the arcade, but good for replay value at home. Camouflaged bad guys, less of those handy pointers and a shortage of ladies to look at make completing it trickier – and even then, there're a huge number of Skill Shots to nail throughout the game for that elusive perfect run. As if we needed any excuse to spend more time perfecting our aim... **PSM2**

ENGINE TROUBLE: Taking out the plane's fuel tanks is an easy way to kill the opposition.

Dark Silhouette will creep into shops later this year.

INFO
- **DEVELOPER** Konami
- **PUBLISHER** Konami
- **GAME TYPE** Shoot-em-up
- **COMPLETE** 40 percent

ANTICIPATED FEATURES
- Nine stages, Time Attack and Shooting Gallery practice modes.
- Two-player Arcade action or competitive Duel mode – via a PS2 network cable link. Each player will have a different viewpoint in each environment.
- USB keyboard/mouse support.
- All-new thermal vision and X-ray modes.

SILENT SCOPE 2: DARK SILHOUETTE

"IT'S MUCH HARDER THAN THE FIRST GAME"

CRUEL BRITANNIA

In the first *Silent Scope*, it was the First Family. This time, dear old Blighty's in peril. Terrorists are planning to release deadly chemicals in our nation's capital. For Her Majesty's sake, they must be stopped! (With a bullet to the head.) You'll take in tourist attractions like Big Ben and Tower Bridge through the sights of your PSG-1. Best of British.

DECAPPED FOR ENGLAND: Headshots: great and a hefty wedge of bonus points.

MESSING ABOUT IN BOATS: Bullets splash pleasingly into the Thames when you miss.

VERTIGO-GO-GO! Those tremendous bad guys helicopting into action are back.

SWAT'S GOING ON? They come on disguised as good guys, then try to shoot you. Unfair.

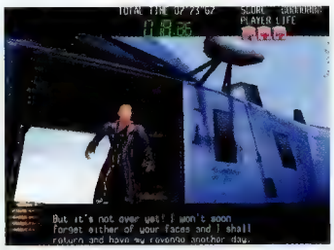
NOT THE FACE! Cobra's back, looking a bit the worse for getting shot in the face last time.

WHO'S THE BOSS?

The bosses, you'll be pleased to hear, are more aggravating than ever. They're usually surrounded with helpers and hostages, and they're prone to ducking out of sight for frustrating time-sapping intervals. We've cleared entire levels flawlessly only to have them hoover up sackfuls of our virtual change on their own. Still, whether it's Fox the Butcher or Tanya the Living Flame, they've all got one weakness. Get 'em in the head, and it's goodnight, Charlie.

BLOODY GOOD HIDING: And he hides behind a swinging hostage on a *moving plane*. Gah.

PERCY THROWER: The camp-looking gimp even hurls unfortunate SWAT members at you.



HAVE A BUTCHER'S: An evil megalomaniac in a big long coat? Whatever next?

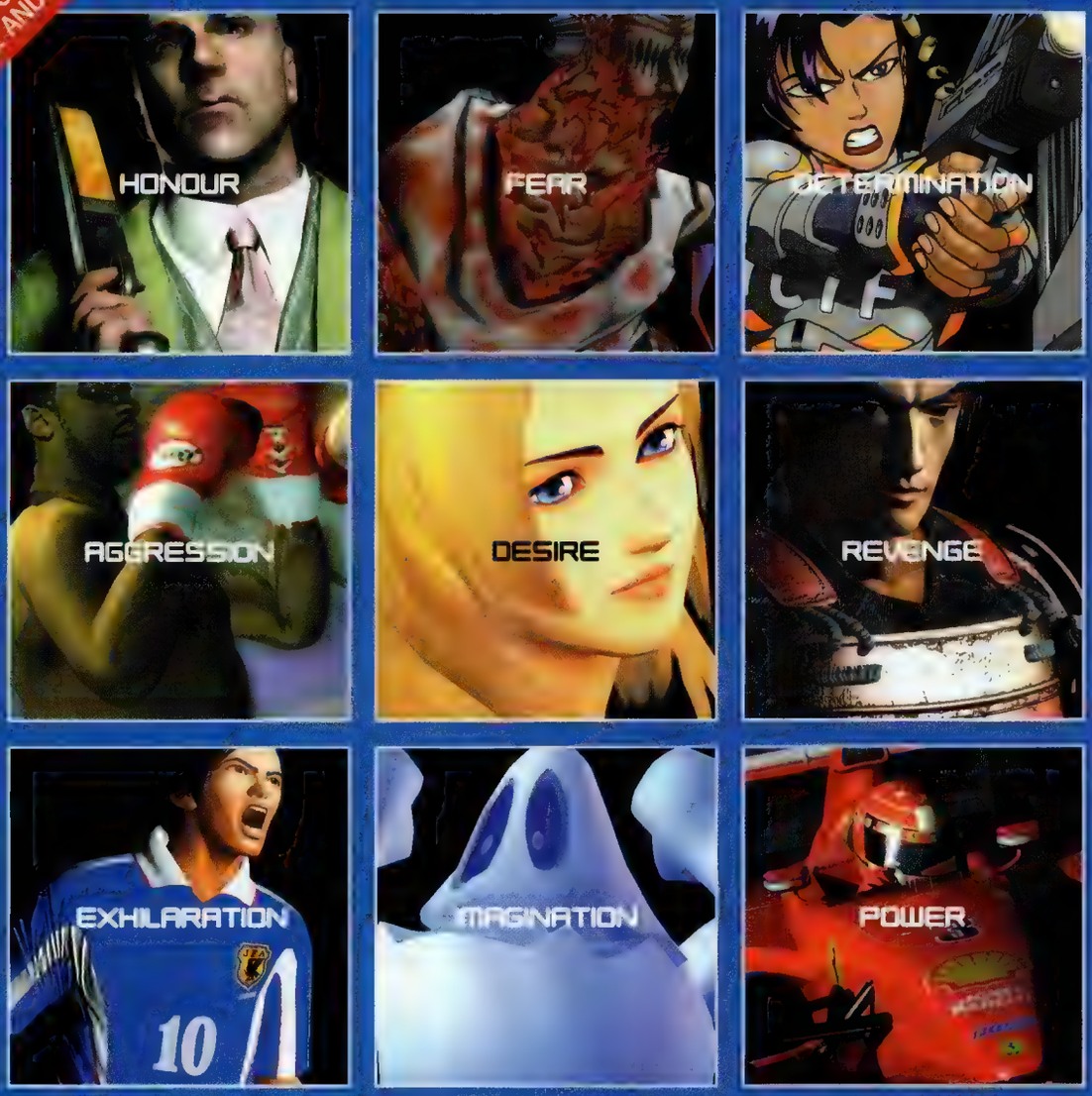
LOOK WHO'S STALKING: As before, ogling ladies with your sights nets you extra life points.

PSM2 GUT REACTION

The original *Silent Scope* got along fine without the enormous rifle – and it was a bit of a sleeper hit in the charts – but you could still complete it within about a day. While the two-player mode'll undoubtedly offer a bit of variety, *Dark Silhouette* could easily go the same way. Here's hoping that Konami include plenty of training missions – and that they're a bit more varied than last time.

+ Brilliantly addictive, compelling fun, especially once you've got the hang of it.
- Long-term appeal's doubtful – it's based on an arcade game, after all.

ISSUE NINE'S DEMO DVD FEATURES EXCLUSIVE PLAYABLE DEMOS OF FORMULA ONE 2001, RUGBY AND WACKY RACES, PLUS NEW FOOTAGE OF GRAN TURISMO 3, AIRBLADE AND MORE!



There are a million worlds of emotion out there.
Only one magazine lets you experience them every month.

PlayStation.2
OFFICIAL MAGAZINE-UK
GRAN TURISMO 3: A-SPEC
THE WORLD'S GREATEST DRIVING GAME IS BACK
EXCLUSIVE UK REVIEW + DVD FOOTAGE OF GRAN TURISMO 3
25+ PAGES OF THE BEST REVIEWS

PlayStation.2
OFFICIAL MAGAZINE-UK

THE ONLY MAGAZINE WITH A PLAYABLE DVD EVERY ISSUE, PLUS THE LATEST NEWS AND REVIEWS.

Other magazines let you watch.
PlayStation.2 lets you play.

Issue nine on sale now.

"PlayStation", "PS" Family logo and "DUALSHOCK" are registered trademarks of Sony Computer Entertainment Inc.

WAKE UP, TIME TO DIE

The most jaw-dropping parts of *Max Payne* we've seen so far feature the much vaunted slo-mo fighting mode. The idea is that the better you do in the game the more 'bullet time' you accrue – which enables you to slow the game down and to shoot more accurately.

MAX HEAD BOOM: There's still plenty of visceral spray about, as well as the impressive muzzle flashes.

TIME'S A GREAT HEALER: Your ability to control real time's essential to your survival.

BOTTOM OF THE BARREL: Max in classic action hero mode. Leather jacket, big gun.

EXPECTED UK LATE 2001

MAX PAYNE

We're aiming to take maximum pleasure from pain in this awesome-looking, über-stylish shooter. Life's a blast when you've been framed for murder on PS2.

Rockstar Games like to shock us. When they're not knocking out thief-em-ups like *Grand Theft Auto 3*, then they're on the phone announcing a comedy action game based on the, er... LA Riots. So, it's no surprise that *Max Payne* continues in their established vein of oh-so-naughty gameplay, with this monstrously violent third-person shooter.

Set in a series of grim New York locales, this tale of an undercover cop on the run is punctuated by stylish and involving cut-scenes. Although Rockstar's latest is much more than yet another cinematic wannabe. In fact, it features some of the sexiest game ideas we've seen for ages. The pièce-de-résistance being some Matrix-esque bullet storms and gunplay. Add this to some fantastic graphics, a self-adjusting difficulty level and a Scenario Editor and you really do have something to get excited about. **PSM2**

The rolling demo we saw at E3 has got us itching to see something playable. We'll let you know.

THE CARTRIDGE FAMILY: The demo featured a deluge of spent cases showering the floor.

URBAN WORRIER

Max Payne looks stunning, and it's all down to those photo-digitised textures and radiosity lighting. What's more, just like *Red Faction*, you'll be able to cause damage to the surrounding scenery. So watch out for the bullet holes, collapsing pillars, crumbling walls and creaky floors.

SKIN GRAFF: The urban environments share a similar gritty realism with *The Getaway*.

PSM2 GUT REACTION

Revenge, gloomy Se7en-style cityscapes, John Woo-like acrobatic ultra-violence... Who in their right mind could fail to be intrigued by Rockstar's new title? No-one in this office, that's for sure. It looks fantastic and has bags of studied screen-cool presence. The only worry is how the slo-mo set-pieces will fit in with the gameplay in practice... but with the PC version imminent, we should get some idea of that very soon.

+ A real next-gen title. Promises to raise the bar well out of the reach of all standard PS2 blasters.
- There's a whiff of frustrated film director about all of the game's cinematic 'borrowings', which could detract from the gameplay.

HOUSE OF PAYNE: Interiors will be deformable. Saves having to shut the door, s'pose.

MAX PAYNE

INFO

- **DEVELOPER** Remedy Entertainment
- **PUBLISHER** Rockstar Games/Take 2
- **GAME TYPE** Third-person shooter
- **COMPLETE** 60 percent

ANTICIPATED FEATURES

- Amazing cinematic game environment – vividly recreated scenes, natural character movement and facial expressions courtesy of Remedy's 'Al' engine
- Story-driven one-player gameplay which promises to mix investigation and clue finding with the prerequisite gunplay
- Ultra-realistic weapons with true-to-life effects – a leg-shot will have Max limping along dripping blood
- Features detailed Game Editor

EXPECTED UK JULY

SISTER'S PLEDGE: You've promised to rescue your siblings from the bodies of the game's bosses.

FAMILY AFFAIR

Everything kicks off with 13 demons invading your planet and possessing the bodies of your 12 sisters. Hold up... Thirteen demons? Twelve sisters? Where's the other one? The fool managed to get himself caught up in your scarf, hence its bizarre powers.

LOOKING FOR LINDA: No need, she's right there in front of you. Bit short for a princess, though.

SCARF FOR LIFE: The demonic scarf takes time out to unnerve you with his horrid, unblinking stare.

FREAK OUT

Treasure

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
  Elastic Platformer
- COMPLETE

ANTICIPATED FEATURES
- Twelve princesses have been possessed by demons, so you can bet there'll be 12 pad-twistingly hard boss encounters to wrap your head around.
- As well as being able to use her possessed scarf to pluck and climb, Linda can also utilise certain items in the levels. For example, one level sees you warding off large-chested assailants by shining a search light at them.

You won't have seen a game like this on PS2 before – a girl and her demon scarf, on a mission to save her sisters. Is it as mad to play as it sounds? Too freakin' right...

Japanese coders, Treasure, have become a name synonymous with oddity and innovation as far as game design goes – although you'd be hard pushed to notice them of late, as the decidedly alright *Silpheed* is their only offering on PS2 so far.

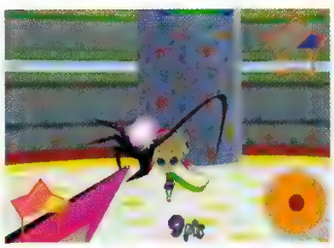
Well, all that's about to change as company president Masato Maegawa and his crew of ex-Konami coders go out of their way to push the weirdness envelope. Welcome to the itchy, scratchy world of *Freak Out*.

It's a princess-out-to-save-her-12-imprisoned-sisters kind of thing, with you taking on the central role of Linda – no, stick with us on this. That said, you can ditch any ideas of fantasy adventure in the vein of *Drakan*. This is all about deranged gameplay – lots of it – while going easy on elements of depth.

To aid and abet you in this adventure to rescue your siblings, you've got a possessed scarf that can be used to 'pluck' any element of the world around you. Do this, and you can then release your grip, letting the environment, or the flesh of your enemies, twang back to its natural state. The resulting jolt of energy from this bra-strap-pinging action pumps your on-screen meter until it's full. So, finish any confrontation with more energy than your opponent, and you walk away victorious. Deceptively simple, and yet Linda can also use her scarf to flick herself into the air or climb to remote areas of the level.

What makes *Freak Out* leap up and jump on your skull, though, is the look of the thing. We've had the innovation of cel-shaded graphics with the likes of *TVDJ*, and now we get this. It's a cross between low-res scratch card animation for the hub section and big, bold colours for the levels themselves. And when we say big, we mean characters of grotesque proportions with front ends that go way beyond Jordan. Add to these freakish individuals a knot of cunning bosses, and you could well be staring something massive straight in its cute, bobble-hatted face. **PSM2**

Set for a July release, we'll be getting our elasticated hands on the review code in our next flexible issue.



CLOWN YOU DIG IT? Yep, a floating, rotating clown that fires tennis balls with teeth.

ENEMY IN A STATE

Vanquishing enemies is boring, unless some of them look and sound like they've been put through the mincer or pull the ear of the odd evildoer.

MR ANGRY: All teeth and vinegar this one, but still only a minion of one of the larger bosses.

BUBBLE TROUBLE: This environment-b[illegible] of the boss encounters.

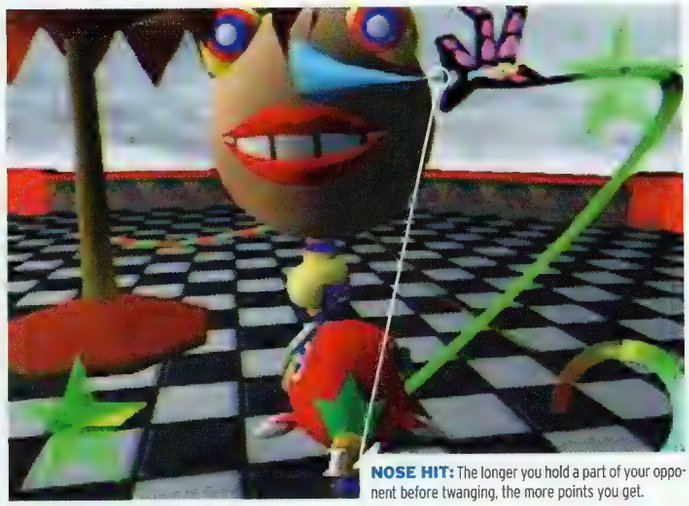
ANY OLD IRON: And here he is, ready for [illegible] with stunning accuracy.

SPLIT PERSONALITY: This dome marks the transition of one of your sisters from good to evil.

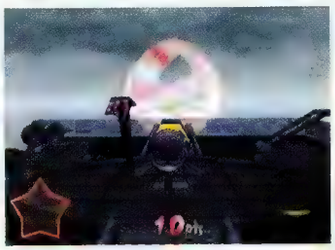
REGRESS THE BALANCE: Evil minions revert to their angelic selves after a quick plucking.

IT'S A BIT NIPPY OUT

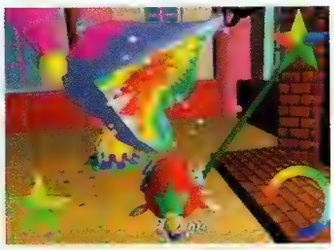
Freak Out's **game engine is really the star of the show, and is actually Treasure's first stab at a completely 3D world. If you grab scenery or enemies, and tug with all your might you'll receive energy that gets stored in the star-shaped meter (top-right of the screen). Fill it up when you face a boss and you win the fight, releasing a captured sister in the process. The whole rubbery feel takes a bit of getting used to, but soon sucks you in.**



NOSE HIT: The longer you hold a part of your opponent before twanging, the more points you get.



TORCHING CLOTH: Objects in the environment, like this searchlight, can be moved around.



DAILY FACIAL: Target your attack well and you can end up with some hilarious results.

KNOCKING : Grab the beach ball and swing it at the doors to hit them open.

PSM2 GUT REACTION

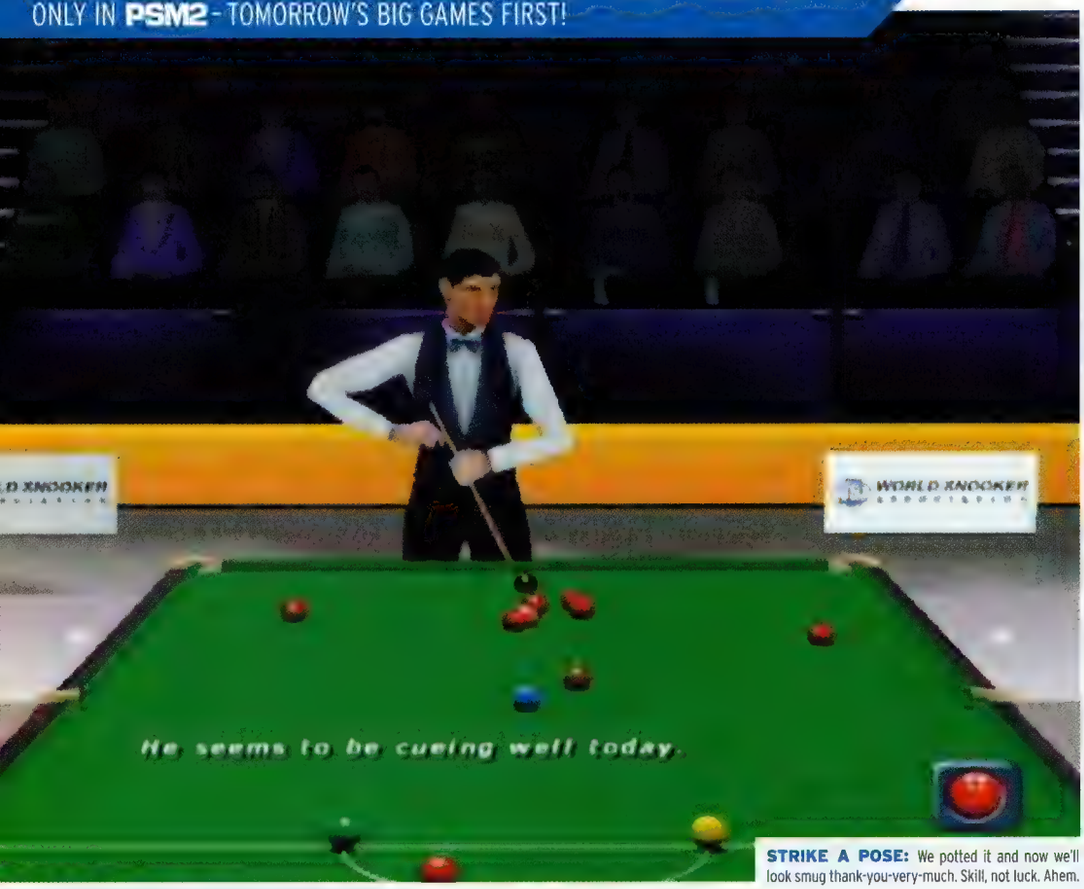
All hail Treasure for attempting something entirely new and letting their imaginations run like a Gothenburg street riot. The only early criticism we had, when we went hands-on with the US code (known as *Stretch Panic*) at E3, was that the levels seemed slightly limited, with the focus falling heavily upon the – admittedly impressive – boss encounters. We'll have to see if this is still the case when we get our scarfs on the finished game.

+ Eccentric, fun and extremely inventive.

- Potentially too short as a result of relying heavily on boss combat.

COMING SOON

ONLY IN **PSM2** - TOMORROW'S BIG GAMES FIRST!



STRIKE A POSE: We potted it and now we'll look smug thank-you-very-much. Skill, not luck. Ahem.

SPIN DOCTORS

To succeed at *WCS* you'll need to know your angles better than Pythagoras. But with so many ways to spin, side and even bounce your snooker balls the World Championship won't come easy. At least you might learn something that might benefit your real world skills, though.

POT-TY TRAINING: The aiming aid gives you an idea where the cue and target ball will end up.

VIEW DO: Eye up your shot from a variety of angles before you try and pot the blasted thing.

EXPECTED UK SEPTEMBER

WORLD CHAMPIONSHIP SNOOKER

Right on cue, *World Championship Snooker* is coming to PS2. If there's one thing that PSM2's good at, it's games you can play with a pint on hand.

Cue wielders are still to have their personalities eroded by the media, nutritionists and sponsorship deals - so they tend to have more 'character' than your average footballer.

What's more, us Brits have always been good at snooker. Indeed, we've always been excellent at racking up great videogame versions of the tabletop game. And *World Championship Snooker* is no exception. Codemasters' latest is a silky smooth rendition of the great bar game, and builds substantially on the well-received PSone version released last year.

The main focus of the game is the Career mode that enables you to construct a swarthy lilac shirt-wearing ball basher from scratch and then enter him in the world's finest competitions against the globe's greatest players. Where he'll get soundly beaten. After hours of practice spent with spiders, perfecting spin and side you start climbing your way up the world rankings. And don't worry, you will spend hours on *WCS*, because it's surprisingly absorbing stuff.

Particularly striking is just how tense the gameplay is. Much is being made of the games next-gen AI, which simulates pressure shots and creates opponents that are tactically astute. But that's only part of it. Because everything from the audience coughs, to the well-cued commentary and the pace of the frames themselves just feels so right.

Combine the flawless physics and the superb range of shots on offer with old favourites like quick-start games, an aiming aid and a number of two-player games and you have what's looking like a break-through snooker game. **PSM2**

Who would of thought The Third Place would fit so snugly into the smokey backroom of your local snooker hall?

ME OLD CHINA: You can tell you're playing in a Communist-run country by the red carpet. Oh yes.

INFO

- **DEVELOPER** Blade Interactive Studios
- **PUBLISHER** Codemasters
- **GAME TYPE** Snooker sim
- **COMPLETE** 90 percent

ANTICIPATED FEATURES

- Work your way through club and then professional leagues.
- Tournament (with up to 16 human players), Countdown, Time Bandits and Bonus Ball multi-player modes.
- Endorsed by the WSA and starring 20 authentically recreated real-life stars.
- Advanced game physics that'll imitate the snooker experience perfectly.

MAKE OR BREAK

If you're not content with champions like Stephen Hendry, Ken Doherty or Ronnie O'Sullivan you can always create your own snooker superstar. Or in, our case, Frankenstein's monster with a cue.

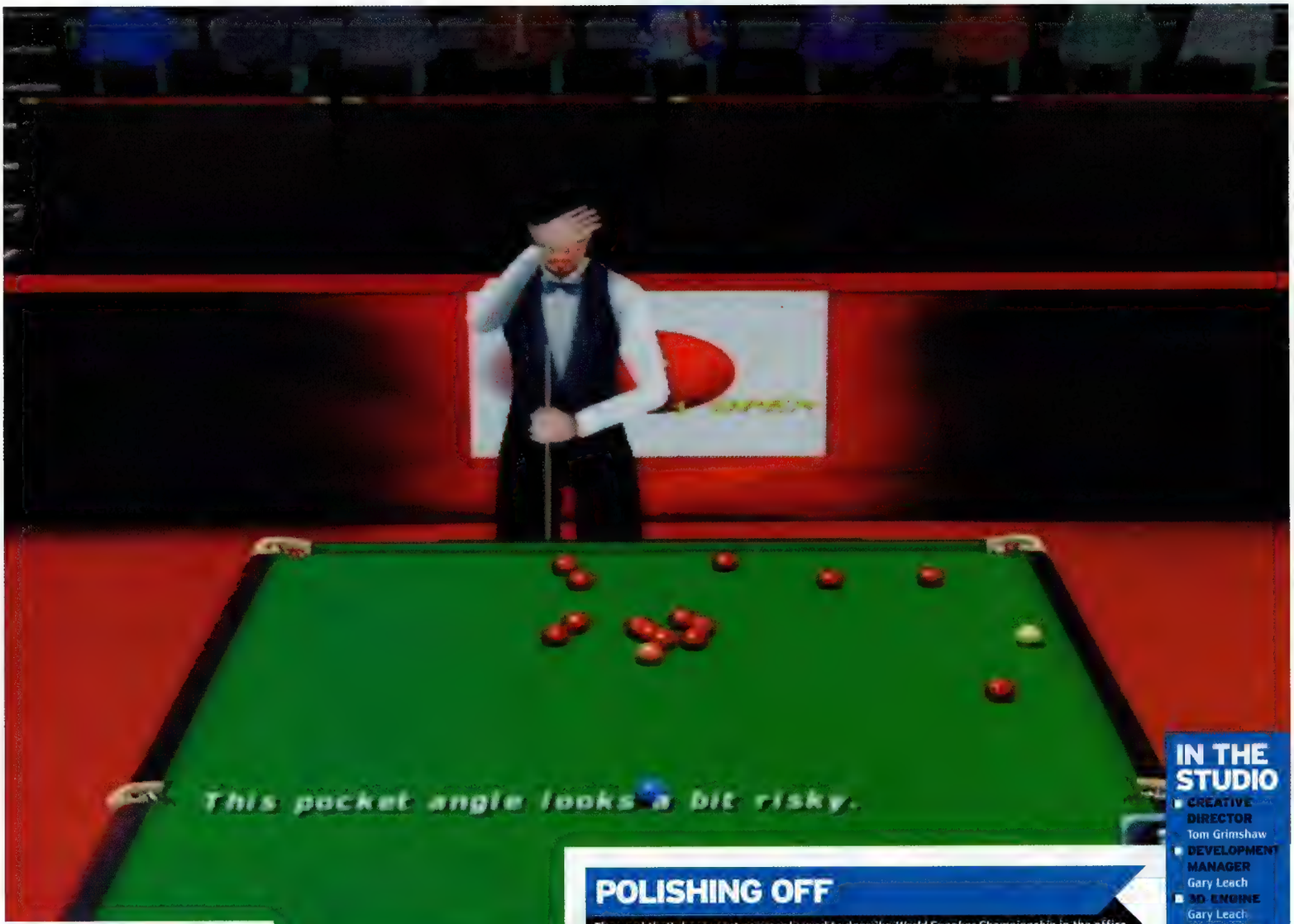
GIVE US A CUE: Mix and match your own bow-tied, X-Factor loser with his head.

ARTHUR RANKING: One crushing defeat later and he's up to a nosebleed-inducing 65th.

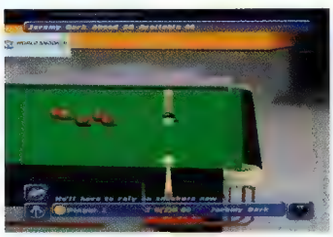
PRETTY IN PINK: And here is our unshaven ambidextrous Welshman of choice looking ravishing.

WORLD CHAMPIONSHIP SNOOKER

"SURPRISINGLY ABSORBING STUFF"



WINCE YOU BEEN GONE: You'll feel every miss. Especially if you've got a crowd watching.

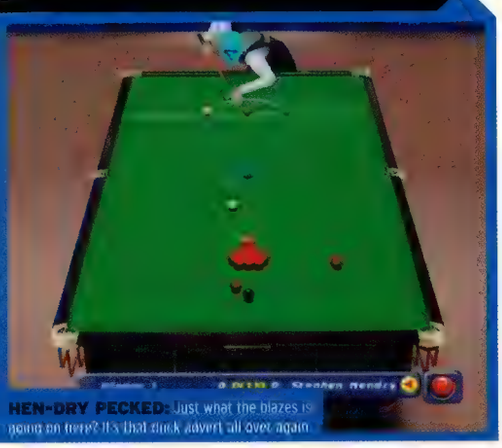


OOO, STICK CUE: Nailing safety shots is as important a factor as hitting those tight angles.

ALONG CAME A SPIDER: Striking the cue ball in the right place is crucial for these tricky shots.

BLUE BOY

Now we can understand why Steven Hendry might be feeling a little out of sorts. He has after all hit a bit of a slump in form. But why is his head blue in *WCS*? Don't worry – the tartan wonder's mug will be featured in all its real-skin glory in the finished game, but the early code we've been playing in the office shows – with its placeholder head graphic instead of chiselled features – what's really going on under Hendry's skin...

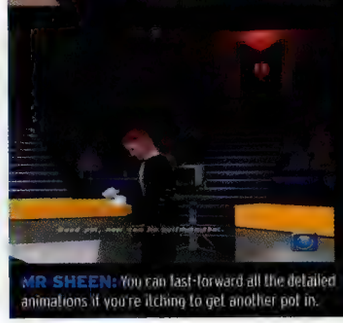


HEN-DRY PECKED: Just what the blazes is going on here? It's that dunk advert all over again.

POLISHING OFF

The word that's been most commonly used to describe *World Snooker Championship* in the office is 'atmospheric'. The game really has an authentic feel to it. The commentary is that rarest of things in a sports game – quite pertinent to the on-screen action. The crowd's gently intermittent coughing and the referee's intervention into the game also work to great effect.

RIGHT ON CUE: The measured intervention of the match referee works brilliantly.



MR SHEEN: You can fast-forward all the detailed animations if you're itching to get another pot in.

IN THE STUDIO

- **CREATIVE DIRECTOR**
  Tom Grimshaw
- **DEVELOPMENT MANAGER**
  Gary Leach
- **3D ENGINE**
  Gary Leach
  Jeremy Moore
  Huw Lloyd
  Mike Singleton
- **MATHS AND PHYSICS**
  Huw Lloyd

TEAM HISTORY

Blade Interactive Studios are a small Manchester based developer. They made their name with the original *WCS* on the PSone and PC and then followed up that success with *Pro Pool* on the Game Boy. After coding duties on the PS2 version of *WCS* have been completed, they'll be turning their attention to futuristic racer *G-Surfers*...

PSM2 GUT REACTION

A new and improved update of the extremely enjoyable number one PSone title has got to be a good thing. So it's with a clap and a cheer that we welcome *WCS* to our office. With new modes, the best snooker physics yet seen on a videogame system and enhanced AI this can't fail to be a good title. What we really want to know now is if it'll have enough to step up a level and become a great one...

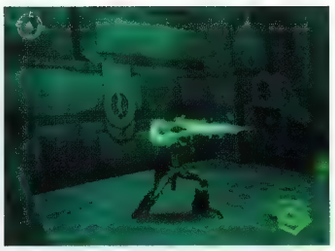
+ Amazing graphics and brilliant tense-but-realistic gameplay.
- Perhaps of somewhat limited appeal?

RAIZ-ING THE DEAD: Your favourite vampire is back. And he's in a bit of a grump.

FIGHT AND RIGHT

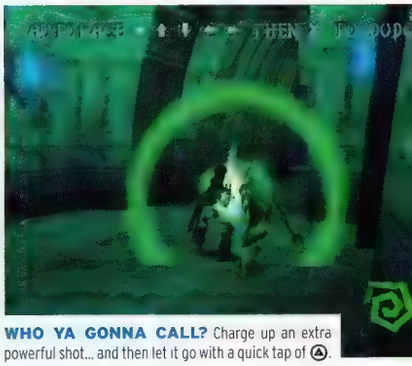
There's a whole load of new psychopaths to disembowel, dismember and stick on a pole in *Soul Reaver 2*. These include a rather startling band of warrior priests, fanatical vampire hunters and vampire worshipping cultists...

I WANT MY MUMMY: The sandy tombs of the early levels recall a certain summer blockbuster.



NEON CITY: The undead hordes that create the urban-gothic mood are as hard to beat off as ever.

KNIGHT MOVES: These Knight things guarding the forges can disappear and reappear at will.



WHO YA GONNA CALL? Charge up an extra powerful shot... and then let it go with a quick tap of Ⓐ.

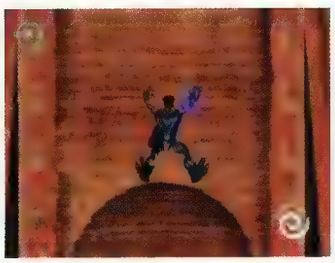
EXPECTED UK SEPTEMBER

SOUL REAVER 2

PS2's been gagging for an adventure to really get its teeth in to, and It looks like Raizel's been resurrected in the nick of time.

***Soul Reaver* on PSone was a pop-gothic revelation. A vampire-starring action-adventure which hinged on one of the most demented testosterone-driven concepts ever. Now hold (if you can) a figure of just how great the first game was in your mind. Then double it. And multiply it by 100. SR2 seems that much of an improvement.**

It took us months of nagging to get Eidos to give us an exclusive first play on their brightest baby, but they'll have to do something more then moan at us to get it back. Because *Soul Reaver 2* is looking just wonderful. For one thing the scenario's inspired. Picking up, as it does, where the first game kicked off. That's with our revenge-seeking anti-hero Raizel following Vampire King Kain through a time portal which runs through Nosgoth's past. Of course, the old time-travel plot is merely a vehicle for developers Crystal Dynamics to let their imaginations run riot. One of the tastiest conceits they've dreamt up being the new elemental forges that you can, um... forge your Reaver in. And you'll find imbuing your sword with either Dark, Light, Spirit, Fire, Air or Earth powers not only helps you to dispatch your foes more easily but is essential to progressing through the game.

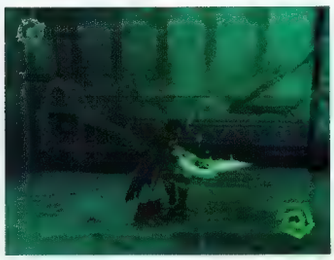


SOCIAL CLIMBER: The graphics have been touched up and the animation's been improved.

On first play you can't help but notice the sensitively spruced up graphics and effects, which've enhanced the virtuoso look and feel of the original without losing the original's all-important character. For instance, you'll find it hard not to grimace as Raizel devours ghastly shrieking souls and the double shock shudders down your wrists. But along with the more superficial improvements you'll find the game world is bigger, the quests less linear and mechanics more complex too. It's a case of being bigger, better and more all-round, and looks set to suck the life out of the opposition. PSM2

Pursue Kain into September.

TRANSMISSION VAMP: *Soul Reaver 2* is awash with the occult, the odd and the downright strange.



SOUL FOOD KITCHEN: Raizel, as ever, lives on a strict diet of souls. You have to hack to snack.

INFO

- **DEVELOPER** Crystal Dynamics
- **PUBLISHER** [illegible]
- **GAME TYPE** Action Adventure
- **COMPLETE** 90 percent

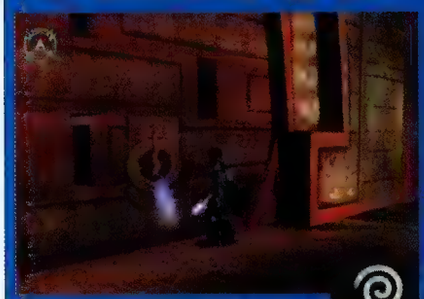
ANTICIPATED FEATURES

- Complex storyline and involving over lapping quests within a non-linear structure.
- New and improved Soul Reaver weapon enhancements, physical abilities and relics throughout the game, including elemental forges – Dark, Spirit, Light, Fire, Air, Earth and Water that enable the player to interact with the game environment.
- Improved combat system – more weapons and enemies.
- Continuous data-streaming technology – no loading times.

A NEW BEGINNING

Just like Star Wars and Indiana Jones, there's a wonderful sweep to the desert opening of *Soul Reaver 2*. Mysterious symbolism, indecipherable motives and pretentious dialogue abound. Marilyn Manson's going to go mental for it.

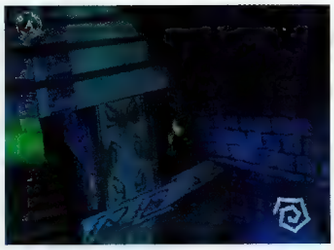
STAIRWAY TO HEATHEN: In spectral form you can leap into a cavern from this chamber.



LOCK-PICKING MONSTER: You come to this locked door half way up the opening chamber...

EASY ACCESS: Later on in the game you'll need specific Reavers to open specific locks.

NABOO TO A GOOSE: The opening locale is a veritable Aladdin's cave of treasures and terrors.



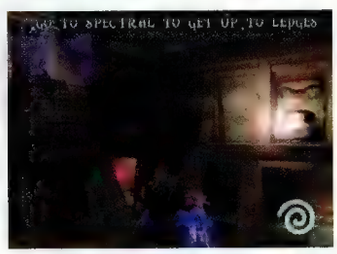
STEEPLE LIKE US: The key to getting out of this bat-like chapel is switching to spectral form.

POP GOES THE SEQUEL

It's plain to see that the excellence of the first title has been quietly improved and enhanced in every way possible. Much like Konami have done with *Metal Gear Solid 2*. Puzzles which can only be solved by swapping between dimensions and the constant data-streaming from the disc – ensuring that there're no loading problems – are just two of the highlights. Along with church-based problems like these...

BLOW ME: Letting the air out on this ledge here will stop it coming out on the opposite side.

WHITE LIGHTNING: But to get into the next crypt you'll also need the Light Reaver for your trouble.



ACROSS THE GREAT DIVIDE: There's a lot of climbing to do to get the Light Reaver to the door.

SISTER OF NO MERCY: All of which leaves us back at the top of the chapel again.

PSM2 GUT REACTION

Soul Reaver 2 is shaping up to be genuinely kooky and spooky. If not downright twisted as well. In other words, this looks like being a worthy next-gen successor to the million-selling PSone mega hit. Is there any possible way it can fail? Well, you know the dodgy camera which put off so many casual gamers last time? It doesn't look like *SR2*'s going to be a great improvement in that area...

+ A top adventure franchise is getting a whole lot better.
- An extension and enhancement of the original, so will it be able to grab those that didn't fancy it back in 1999?

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EYE LEVEL: The PC's full compliment of weaponry will be at your disposal. Just as well.

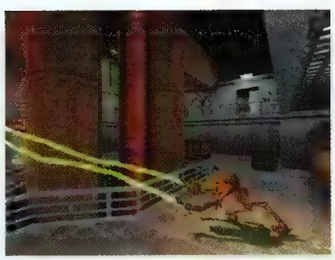
EXPECTED UK LATE 2001

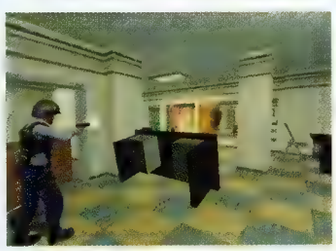
HALF-LIFE

We've already brought you details of the new PS2-specific sub-game, *Decay*, but we've new details of how the PC port will be improved. For the first time in a *Half-Life* game, you'll be able to unlock characters to play in the Skirmish mode. Skirmish will allow multi-player Deathmatch and co-operative game action, but this time you'll be able to play as one of the alien monstrosities if you so desire.

Another huge leap forward is the modified control system that'll allow for a more DualShock 2-friendly FPS experience. But for anyone who's a fan of the original PC title – don't freak out quite yet. PS2's *Half-Life* will support full USB keyboard and mouse. Big update next issue...

MAGNUMISE YOUR LIFE: The new control system promises an easy ride with a DualShock 2.





SEAT OF YOUR PANTS: The horror level of the original's Story mode will stay the same.

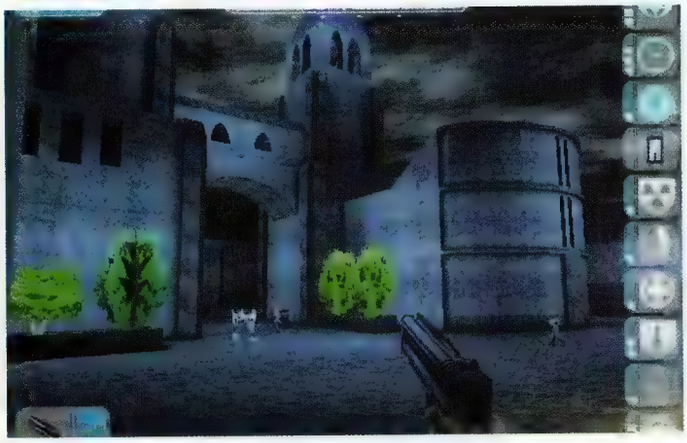
OVERLOAD!

A FRANTIC BURST OF FUTURE PS2

EXPECTED UK LATE 2001

DAVE MIRRA FREESTYLE BMX 2

We've had an extended blast on the first, massive level of this stylish BMX blowout, and we can happily tell you that it promises to be huge... in every way. It's possible to trick off almost any part of the urban landscape that you fancy. The drops are huge and the traffic's sickness – just how we like it.



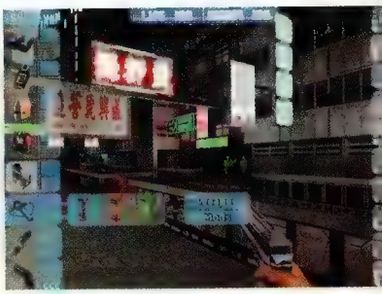
EXPECTED UK OCT

DEUS EX

Developers, Ion Storm, have promised that their seminal PC game – a futuristic RPG crossed with an FPS, which sees you as an anti-terrorist agent – will have its control system completely reworked, giving PS2's version a more manageable interface. Like *Half-Life* this is intended to create a streamlined experience with the emphasis on gameplay rather than fiddling around with a complex inventory. They've also promised 'improved character graphics such as motion captured animations coupled with higher polygon counts, allowing for life-like movement and actions of the characters within the world'.

While there's little dispute over the pedigree of this well-received PC first-person shooter, we'll wait until a later code to see how far they've come optimising the conversion.

Still, from what we've seen, it looks impressive when it's not trying to hard to run around, and fully upgraded sound technology has improved the sound effects and music no end. With *Deus Ex*'s sophisticated plot and heart-pumping action we're seriously hoping that it'll turn around and tell us 'told you so'. One to watch...

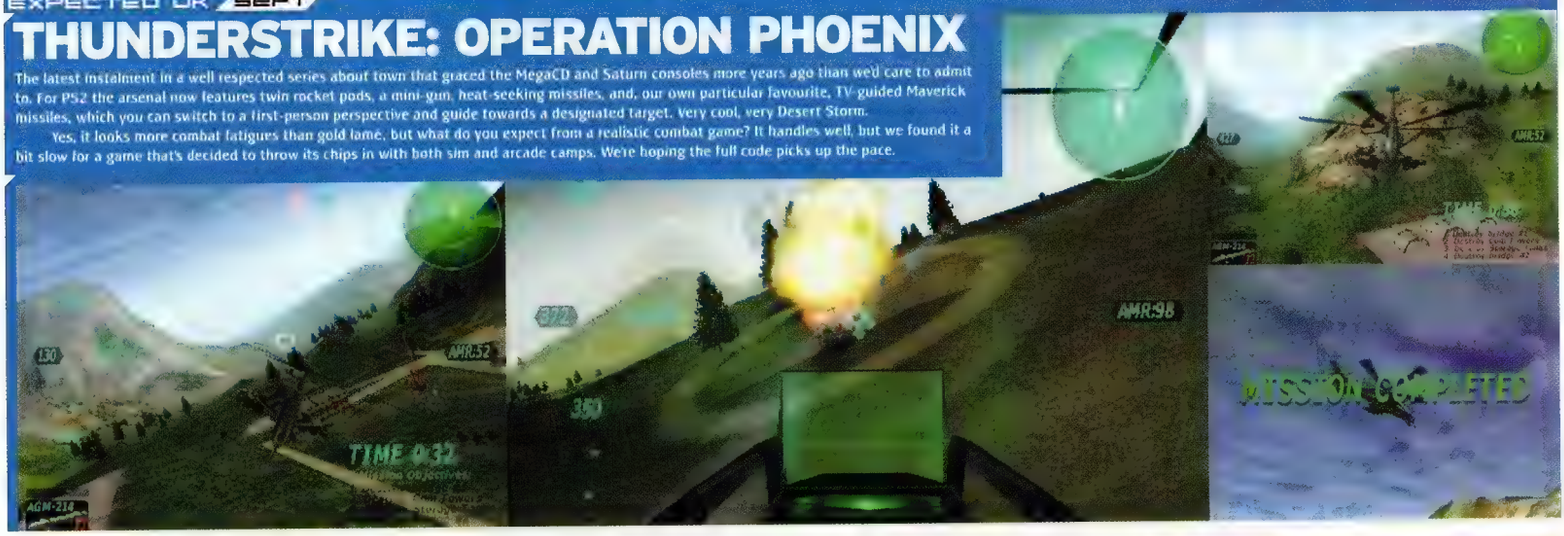


EXPECTED UK SEPT

THUNDERSTRIKE: OPERATION PHOENIX

The latest instalment in a well respected series about town that graced the MegaCD and Saturn consoles more years ago than we'd care to admit to. For PS2 the arsenal now features twin rocket pods, a mini-gun, heat-seeking missiles, and, our own particular favourite, TV-guided Maverick missiles, which you can switch to a first-person perspective and guide towards a designated target. Very cool, very Desert Storm.

Yes, it looks more combat fatigues than gold lame, but what do you expect from a realistic combat game? It handles well, but we found it a bit slow for a game that's decided to throw its chips in with both sim and arcade camps. We're hoping the full code picks up the pace.



EXPECTED UK NOV

OZZY'S BLACK SKIES

Apparently, the three factions in *Black Skies* will be based on the musical phases that Ozzy Osbourne's gone through in his own 30-year career. Metal!

EXPECTED UK NOV

AGE OF EMPIRES 2

Real-time strategy looks set to lay siege to PS2 after what seems to have been an endless stream of rumours to the contrary. The PC interface's been made more console-friendly but there's still no solid news on whether there'll be any kind of HDD or Broadband-compatible feature included. At least we can say it's definitely on the way.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK TBC

DARK ANGEL

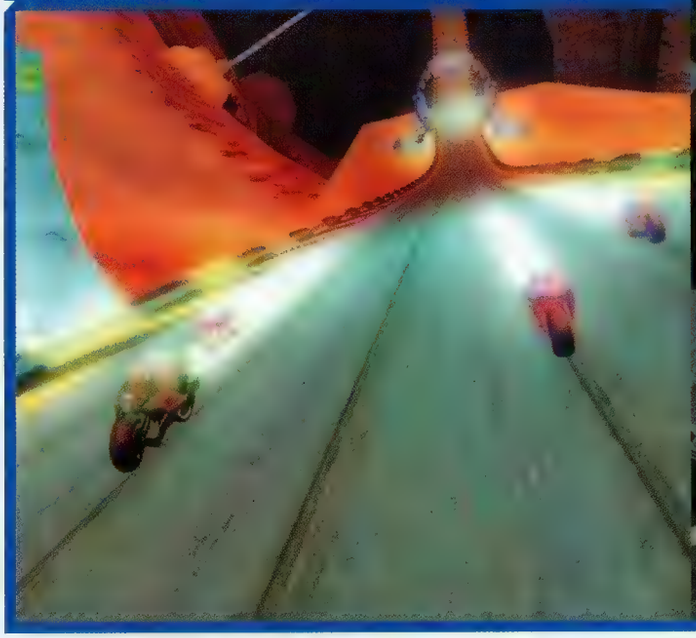
Metro3D have made some huge claims for *Dark Angel*. The most significant of which is that you'll find 400 hours of gameplay in their third-person action adventure, and with 13 level regions, three 'infinitely deep' dungeons, and 27 enemy types you can begin to see what they mean. Add randomly generated enemies and this could be PS2's biggest game to date.

EXPECTED UK LATE 2001

EXTREME-G3

PSM2's recently been playing an early build of this neck-whippingly quick racer, and came away impressed by its 'roller coaster' sensation that Acclaim's Cheltenham-based team have been working on, as well as the 'multiple branch' tracks that allow you to leave and rejoin the pack.

We caught a glimpse of one of the other levels under development that featured an awful lot of snow, but the control system needs a lot of attention. It's a bit all-or-nothing at the moment.

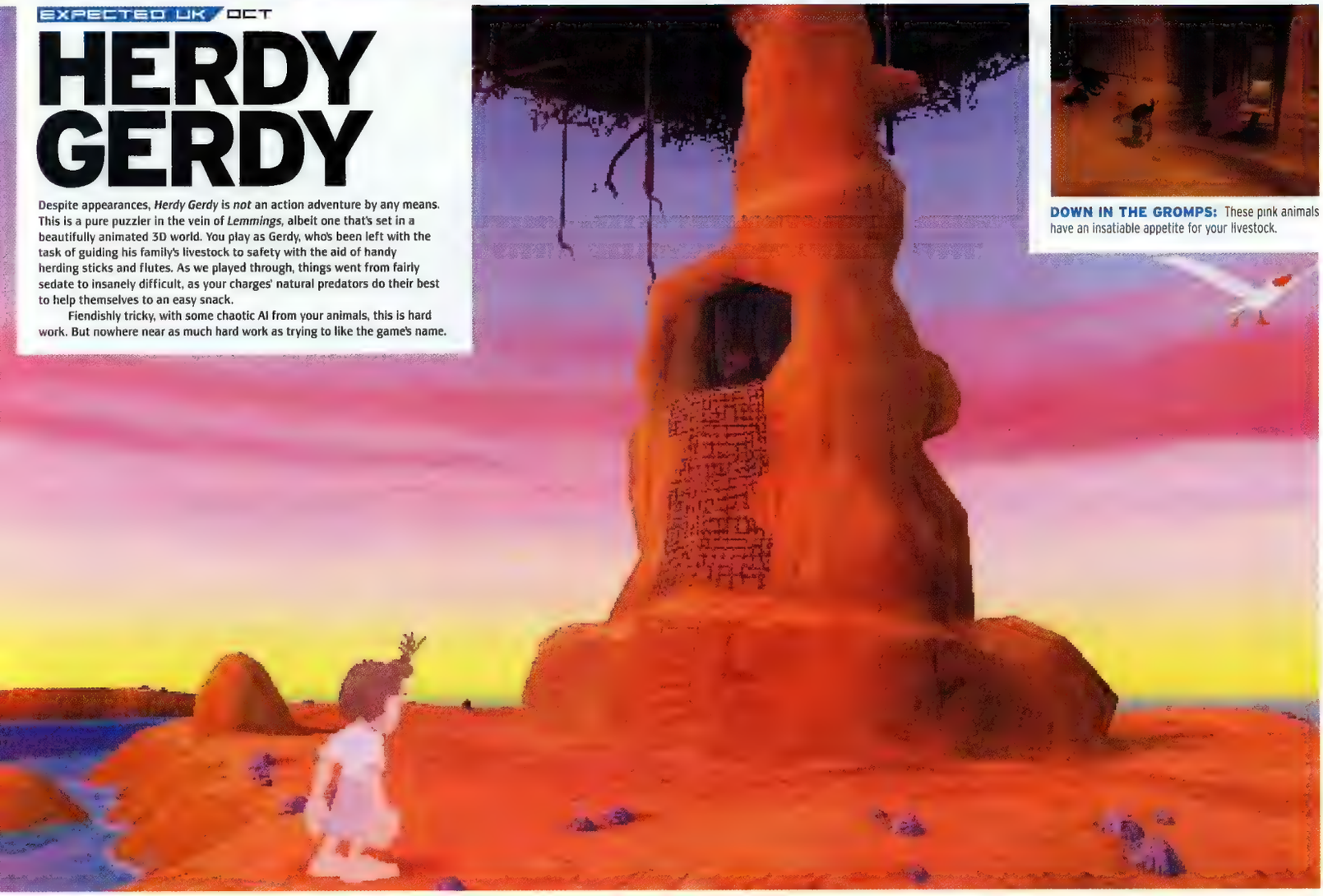


EXPECTED UK OCT

HERDY GERDY

Despite appearances, *Herdy Gerdy* is *not* an action adventure by any means. This is a pure puzzler in the vein of *Lemmings*, albeit one that's set in a beautifully animated 3D world. You play as Gerdy, who's been left with the task of guiding his family's livestock to safety with the aid of handy herding sticks and flutes. As we played through, things went from fairly sedate to insanely difficult, as your charges' natural predators do their best to help themselves to an easy snack.

Fiendishly tricky, with some chaotic AI from your animals, this is hard work. But nowhere near as much hard work as trying to like the game's name.



DOWN IN THE GROMPS: These pink animals have an insatiable appetite for your livestock.

ALEX FERGUSON'S PLAYER MANAGER

We'll have a full preview next issue.

LE FEMME NIKITA

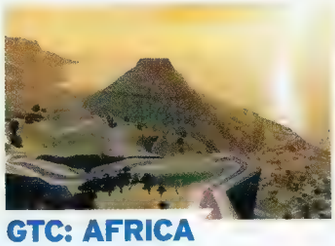
Channel 5 series-inspired FPS that could challenge Bond's spy supremacy.

GOOD COP, BAD COP

Coming hard after *Dead To Rights* and *Max Payne*. Terrible title, though.

WAVE RIDERS

Looked great in-game at E3. Essentially *Wave Racer* from N64



GTC: AFRICA

Promising rally title from Rage that looks to improve on *Wild Wild Racing*.

WILD ARMS 3

Third instalment from an RPG series that started back in 1996.

KNIGHTS

Impressive looking platformer that looks like it could be fantastic fun.

JADE COCOON 2

Genki's monster-breeding RPG that had limited success with its first game.

LEGO RACERS 2

Everyone's favourite construction toy makes a concerted effort to capitalise on a weak karting market.

XENOSAGA

Delayed follow-up to the critically lauded, but commercially disappointing, *Xenogears*.

COMING NEXT ISSUE...

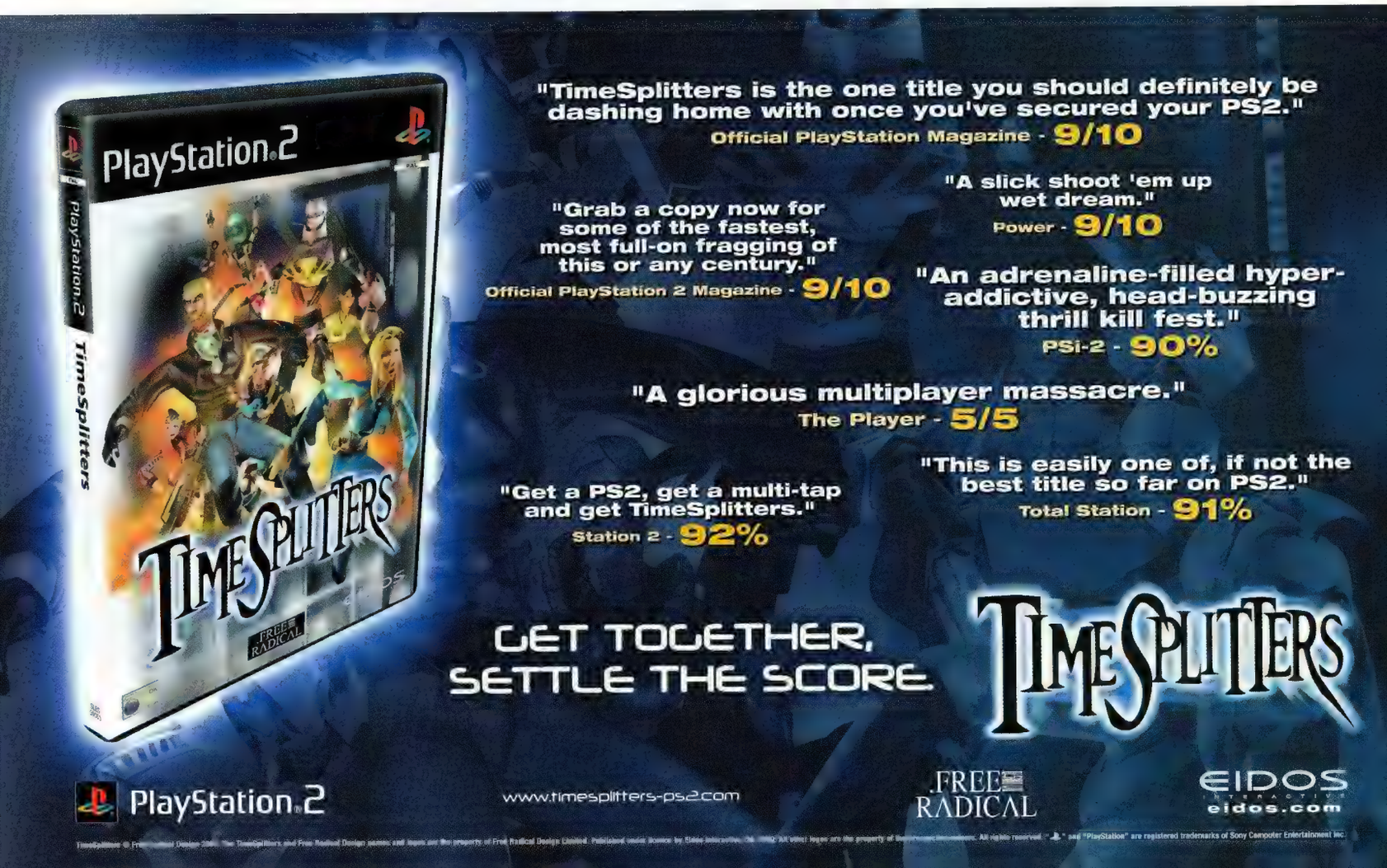
MORE AWESOME NEW TITLES FROM THE WORLD OF PS2

There are so many new games in development for PlayStation 2, it can be a nightmare trying to keep track of them all. Well don't worry – let PSM2 do that for you.

Next issue we'll be bringing you all the latest news on Reflections' *Stuntman*, their first game after *Driver 2*. Also expect bumper FPS fun from *Deus Ex* and the PS2-improved *Half-Life*.

PLUS:

- Latest on Naughty Dog's all-new platformer *Jak and Daxter*.
- EA's new Bond game, *Agent Under Fire* – New shots from PS2's *GoldenEye* beater
- *Tony Hawk's Pro Skater 3* – New details and eye-popping screens
- LucasArts' new Star Wars game...


"TimeSplitters is the one title you should definitely be dashing home with once you've secured your PS2."
Official PlayStation Magazine - 9/10
"A slick shoot 'em up wet dream."
Power - 9/10
"Grab a copy now for some of the fastest, most full-on fragging of this or any century."
Official PlayStation 2 Magazine - 9/10
"An adrenaline-filled hyper-addictive, head-buzzing thrill kill fest."
PSi-2 - 90%
"A glorious multiplayer massacre."
The Player - 5/5
"This is easily one of, if not the best title so far on PS2."
Total Station - 91%
"Get a PS2, get a multi-tap and get TimeSplitters."
Station 2 - 92%
PlayStation.2
TimeSplitters
FREE RADICAL
GET TOGETHER, SETTLE THE SCORE
TIMESPLITTERS
PlayStation.2
www.timesplitters-ps2.com
FREE RADICAL
EIDOS INTERACTIVE
eidos.com

Your PS2 is going on-line.. and we'll tell you *exactly* how it happens. PSM2 lifts the lid on Broadband gaming, the industry's secret fears and

12-player *GT4*. The future is closer than you think..

SONY'S VISION

AOL

RealNetworks

Macromedia

Cisco Systems

Telewest

Where do we need help?
We need partners that can help us build the infrastructure so we can extend the consumer experience on PlayStation 2
On Tuesday we announced a broad relationship with the premier online

HIP HIP HARAI: SCEA top man Kaz Harai unveiled the Network Adapter at E3.

Don't be scared. The world is changing. That little ebony box by your TV is going to change the way you play games forever, and – get this – revolutionise the face of home entertainment. It won't happen tomorrow, but by the time you're planning your Christmas list – or settling down to final score on a dark evening – the PS2 will be a fully functioning on-line machine. And it's only the beginning. As SCEE's development head, Phil Harrison, revealed, "We've set an agenda for two years, five years, ten years from now. This isn't about leadership in the videogame industry any more, it's about leadership in the entertainment business full stop."

How? Broadband – an ultra-high speed Internet connection for your PS2. Forget the clumsy Narrowband modems of today, we're talking ten-player games of *TimeSplitters 3*, downloadable demo's of Yamauchi's next masterpiece and an exhaustive library of movie and music files. Imagine a community of gamers competing in global leagues of *ISS*, sharing cheats and exchanging game saves... the potential is boggling. Sony are moving one stop closer to the mythical 'set-top box' – a single device for all your home entertainment needs.

"FORGET THE CLUMSY NARROWBAND MODEMS OF TODAY, WE'RE TALKING TEN-PLAYER GAMES OF TIMESPLITTERS 3"

ACCESS CHARGE

But with great ambitions come lofty consequences. How's it going to work? What's it going to cost? Is there an affordable network in the UK? Sony's Broadband announcement at E3 answered many of these questions. Sony unveiled their PS2 Network Adapter and announced key partnerships with on-line giants like AOL. While the American framework sounded secure, there was no indication how it would translate to the UK. Sony's plans raised more questions than answers. The issue being *how* will the average UK gamer get themselves on-line?

In the quest for truth, PSM2 was granted an exclusive audience with Sony's Director of Technology, Paul Holman. Fresh from secret talks at Sony's Japanese HQ, he revealed the company's plans for the UK: "PS2 users will have many connectivity options... from interactions via mobile phone, through traditional Narrowband modems to a full Broadband experience." The choice, it seems, will be yours. Sony want to make it as easy as possible to get on-line.

MULTI-STORY BALLPARK

"SCEE has a very open strategy," Paul divulged, "and our job is to help developers add on-line features using existing technologies, rather than enforce a specific means of connection." That's why *Tony Hawk's Pro Skater 3* has an on-line multi-player mode – developers were given network libraries last September so they could start making games for existing USB modems. Even at this early stage, developers Neversoft have six-player skate jams ▸

WHY BROADBAND?

Existing (Narrowband) modems pump data down a single line, like cars down a single lane road. Broadband pushes data down multiple paths simultaneously, like a multi-lane motorway. The Kbps bit relates to how fast the information moves down the lane. So, a 56k modem is faster than a 28k one. Simple, really. If you're still confused – or really like numbers – then check out this handy comparison guide.

Download web page	14 secs	1.6 secs
Download 30 second video clip	3.5 mins	24 secs
Download MP3 track	12 mins	1 min 18 secs
Download 10MB application	24 mins	2 mins 30 secs

THE COST TO YOU

Sony haven't confirmed the price of on-line gaming – but we've compiled a best – and worst – case cost scenario, based on Sony's plans for on-line gaming in the US and current industry rates for Broadband services in the UK. It makes for interesting reading...

BEST CASE PS2 with Narrowband access

PSM2

PS2 (at anticipated lower retail price late 2001)	£250
Ethernet Adaptor	£40
Cost of Standard Narrowband Service (based on monthly unlimited access e.g. AOL)	£15 (x 12)
TOTAL COST (per year)	**£470**

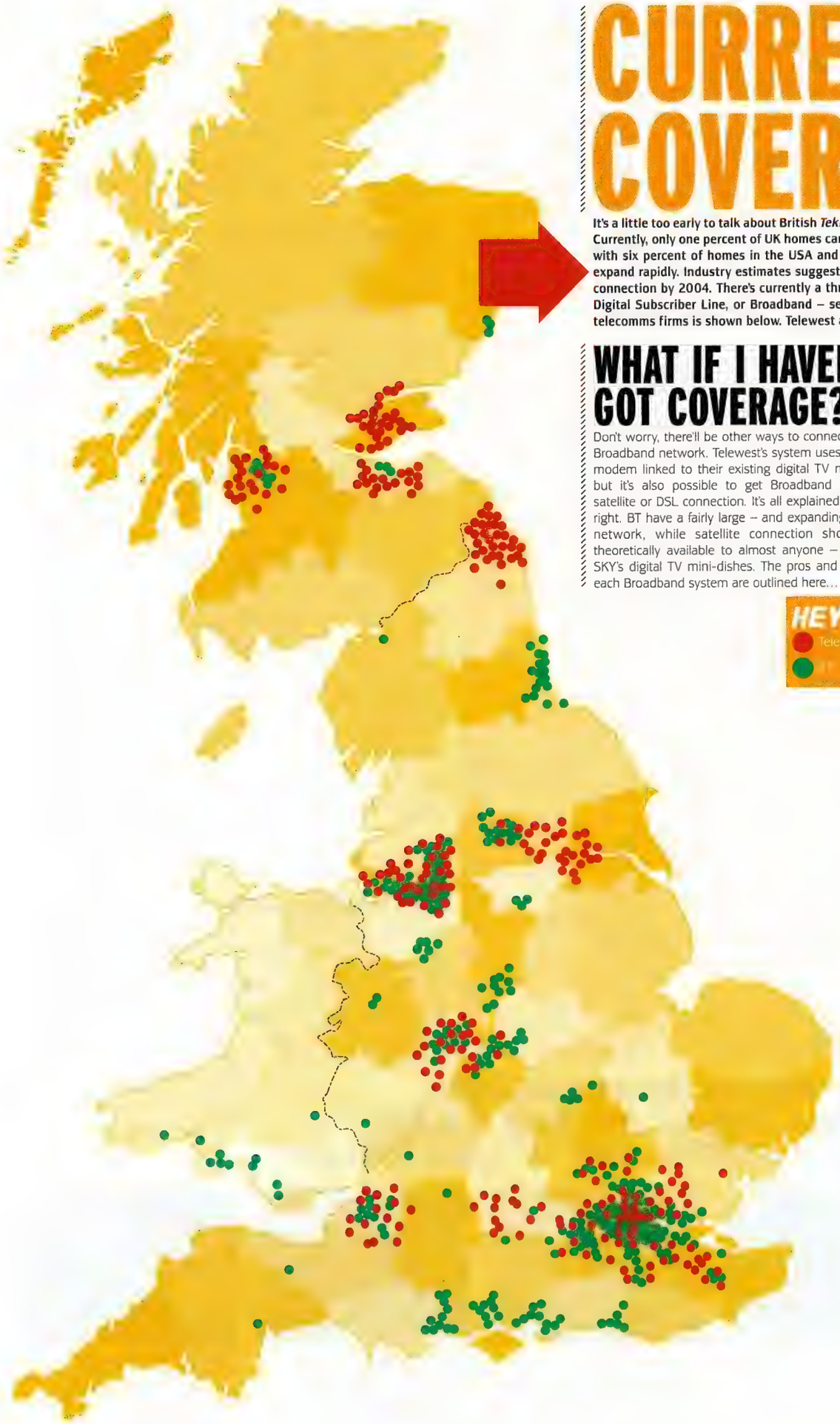
WORST CASE PS2 with HDD and Broadband Access

PSM2

PS2 (at anticipated lower retail price late 2001)	£250
40MB HDD	£150
Ethernet Adaptor	£40
Installation cost of Broadband line (based on Telewest's bluebeyonder service)	£50
Cost of Standard Broadband Service (based on monthly unlimited access e.g. Telewest)	£33 (x 12)
TOTAL COST (per year)	**£886**

CURRENT UK COVERAGE

It's a little too early to talk about British *Tekken 4* championships played over the Broadband network. Currently, only one percent of UK homes can receive Broadband – about 200,000 houses – compared with six percent of homes in the USA and 3.2 percent in Germany. Thankfully, the network should expand rapidly. Industry estimates suggest more than nine million UK homes will have a Broadband connection by 2004. There's currently a three-month waiting list for BT customers wanting a DSL – Digital Subscriber Line, or Broadband – service. The Broadband coverage offered by the major UK telecomms firms is shown below. Telewest are the only firm signed by Sony so far.



WHAT IF I HAVEN'T GOT COVERAGE?

Don't worry, there'll be other ways to connect to the Broadband network. Telewest's system uses a cable modem linked to their existing digital TV network, but it's also possible to get Broadband using a satellite or DSL connection. It's all explained to your right. BT have a fairly large – and expanding – DSL network, while satellite connection should be theoretically available to almost anyone – akin to SKY's digital TV mini-dishes. The pros and cons of each Broadband system are outlined here...

CABLE MODEM

What is it?

The device isn't a 'modem' as such, but uses a type of digital signal – that's why it can be pumped through the digital TV box supplied by Telewest. The signal goes straight through the cable TV feed to your home.

Who provides it?

Telewest, NTL – most regional cable TV providers.

Pros?

Don't need a phone line.
Can get digital TV at the same time.

Cons?

Limited to areas with an existing participating Cable supplier.
Service speed slows down as the number of users increase – 'Shared Bandwidth' problems.

SATELLITE

What is it?

Data downloads at high speed via a traditional dish. You need a dial-up modem to 'interact' with the service, mind – this really slows things down. Multi-player games would be near impossible.

Who provides it?

SKY

Pros?

Good download speed.
Available in most areas.

Cons?

Need a phone line.
Poor interaction speed – rubbish for gaming.

DSL

What is it?

A Digital Subscriber Line – originally designed to send video content over a traditional phone line, now adapted to deliver Internet data at high speed. Most popular type is ADSL – Asymmetrical DSL – which downloads data quicker than it uploads.

Who provides it?

BT

Pros?

Widely available.
Uses traditional phone lines.

Cons?

Expensive.
Limited number of ADSL exchanges.

THE RETAILERS REACT

MICROSOFT ATTACK

THE DEVELOPERS ACT

David Doak – Free Radical Design, developer of *TimeSplitters*

Jason Kingsley – Rebellion, developers of forthcoming *Dredd vs Death*

Simon Prytherch – Studio Head, Codemasters, working on *LMA Manager 2002*

Paul Glancey – Creative Manager, Criterion Games, working on *Airblade*

running smoothly on a standard 56K modem. Paul confirmed that a deal had been tied up with UK cable firm Telewest to provide Broadband gaming, but stressed this wouldn't be the only way to get on-line.

"The beauty of our Network Adapter is that consumers can choose how they'll be connected. Telewest may have a million homes with digital TV by this time next year – allowing you to connect to Broadband easily via the normal set-top box. But we're also working with the other major operators to create connections." The upshot is, Sony's Network Adapter should let you connect via Narrowband/Broadband with your existing service provider.

AT THE DRIVE-IN

The cost should be minimal. "We haven't announced a price for the Network Adapter, but it's $39.95 in the USA," revealed Paul. Better yet, it was confirmed that you *wouldn't* need Sony's Hard Disk Drive to get on-line: "It's not a requirement, although we hope to make it attractive through a range of new features we'll be announcing this year", enthused Paul. "The Hard Disk Drive will be part of our trials with Telewest, although it won't be available generally until after Christmas." We already know that the HDD will be compatible with *Final Fantasy 10* in Japan, which launches here next summer. Coincidence?

To learn more about PS2's on-line services, we pinned down Telewest's Consumer PR Executive John Moorwood, "The aim of the trial is to set-up a dedicated Broadband gaming network, so that Telewest customers can play high-speed games with each other – with neighbours or someone across the country. Services should include pay-per-play games, downloadable levels, extra characters, information and tips." John added that while the cost of the service was yet to be decided, bills would probably be received as normal – via the customer's monthly statement.

Paul Holman hinted at the software you'd need to get on-line: "The services we'll provide – multi-player games, downloads, voice and keyboard chat etc – don't actually require a 'traditional' web browser, we're working with Macromedia Flash and Shockwave technologies to produce a system of content delivery that works well with the TV." It seems probable that users will receive an on-line registration CD when they buy a Network Adapter. "The connection and registration process will be as simple as possible for PS2 users," confirmed Paul.

The issue of on-line security was also addressed. PC gamers know all about the perils of hacked games, viruses and leaked downloads of new titles. Paul was convinced that Sony could offer episodic, or pay-as-you-play, gaming without fear of piracy: "SCEE's role is to provide an infrastructure – with our DNA-S authentication and security system – to allow these activities to happen."

NETWORK NEWS

The upshot is, with £40 for a Network Adapter and a phone call to an existing Internet Service Provider, your PS2 could be on-line by new year. Content download will become a reality soon after, with the release of Sony's 40MB HDD. Two years from now, all PS2 games will feature some kind of on-line element. Five years on, Sony's black box could be an *exclusively* on-line machine. Frightening, eh? Remember, 50 years ago, *Television* was considered a radical concept. Imagine life without it now. The world of console gaming isn't falling apart, it's just moving to exciting new places. Be glad you're part of it.

"ON-LINE SECURITY WAS ALSO ADDRESSED. PC GAMERS KNOW ALL ABOUT HACKED GAMES, VIRUSES AND LEAKED DOWNLOADS OF NEW TITLES"

WHAT YOU'LL BE PLAYING

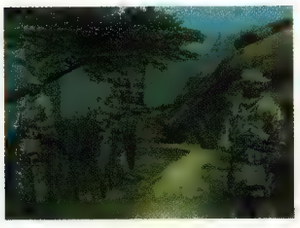
Sony confirmed their key on-line titles at E3, but what games can we expect in the future? We sneaked into the development nerve-centres of the big software houses to see what they've got in the pipeline. We discovered all the existing on-line titles, plus juicy information on the games they didn't want you to know about...

TONY HAWK'S PRO SKATER 3

This'll be huge. Full screen, full speed, minimum four-player action from the most rewarding trick-based game in existence. We went hands-on, and it's everything you wished it would be. Expect a return for multi-player favourites Horse, Graffiti and Tag – but now with added insults.

TRIBES 2

Already a huge hit on PC, Vivendi's pure multi-player experience should showcase the smooth charms of Broadband gaming. Essentially a *Quake*-em-up with rolling fields and maximum carnage. The game will rely on smart 'bot AI until the release of the Network Adapter.



SOCOM: US NAVY SEALS

One of the most tantalising games at E3. Sony's voice-activated action-strategy game saw two teams of three shouting commands and taking violent pot shots at each other. The squad-based missions should make for an engaging on-line game.

TWISTED METAL: BLACK

An ultra-violent black comedy drive-em-up with some of the tightest graphics on PS2 to date. This will be the most anticipated on-line game for America's gasoline-obsessed trailer trash, and an oily-slick, fast action combat prospect for the rest of us normal people.

YOUR FIVE STEPS TO THE NET

Still confused? Don't be. Follow PSM2's five-step guide for getting your PS2 on-line with the minimum cost. Enjoy Narrowband access by Christmas.

1 BUY ADAPTER

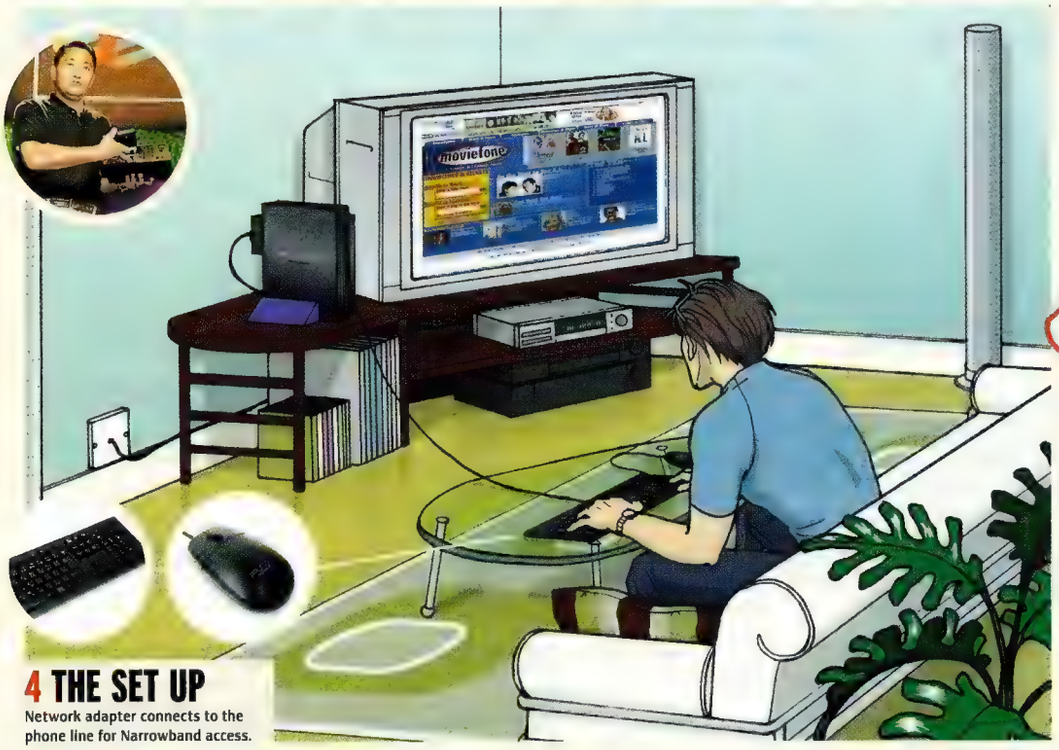
The Adapter and Registration disc should cost about £40.

2 TALK TO CABLE OR PHONE FOLK

Discuss Internet set up costs with your local cable or phone company.

3 THE FRIENDLY CABLE GUY

Your phone/cable provider will install the Internet connection.



4 THE SET UP

Network adapter connects to the phone line for Narrowband access.

5 THE STATEMENT

Your cable/phone company will bill you according to the agreed rate.

Jellywest

Box rental
Digital TV Package
Installation.....£10.00

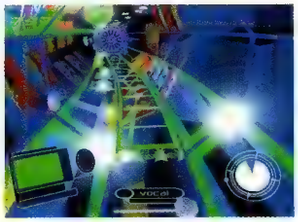
On-line minutes @ £00.03 per minute.....£7.30
@ £00.01 per minute (weekend rate).....£3.12

On-line shopping: pizza, CDs

Total

NEXT ISSUE

It doesn't stop there. Oh no. If there're any questions you'd like to ask us about PS2's on-line future, we'll be answering them all in our bonanza FAQ section next month. You'd hate yourself if you missed it. Go on, admit it.

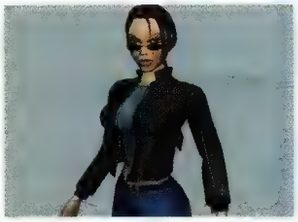


FREQUENCY

A hypnotic take on the rhythm-action genre. This apocalyptic neon take on *Tempest* encourages you to recreate dance tracks by Orbital and The Crystal Method using traditional bemani-style button taps. The on-line game will feature competitive and collaborative elements. Should be fun.

GT4?

While *GT4* hasn't been confirmed, we know that Kazunori Yamauchi's next game will be an on-line experience. The ace developer has expressed an interest in making an F1 game, but we remember a *Gran Turismo 3 B-Spec* logo hidden on an old Sony press disc. Code name for the on-line version..?



TOMB RAIDER: NEXT GEN

The game's gone into hiding, but Core top man Adrian Smith has long shouted that Lara's next adventure will be an episodic affair – unravelling like a twisted moral soap opera over the Broadband network. We doubt it'll offer live on-line gaming, but the prospects of downloads are high.

CAPCOM'S CATALOGUE

Capcom are currently working on ten new on-line titles for the PC market, but it's widely accepted that they're testing the ground for PS2. Capcom have confirmed the existence of on-line RPG and action titles. *Resident Evil*, *Street Fighter* or *Power Stone* titles perhaps?

SQUARE, ENIX AND NAMCO TIE UP

Square's PlayOnline game network will offer *Final Fantasy 11*, giving you simultaneous 56k modem/Broadband access to over 300,000 users. Enix might resurrect *Dragon Quest* on-line, while Namco would only confirm there's 'something' in the pipeline.

PLAYSTATION 2 MAGAZINE

PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE

レビュー

SUN BLOCK. FORGET IT. SLOUCH IN THE COOL WITH PSM2 AND GET ALL YOUR VITAMIN D FROM A CATHODE RAY...

JONATHAN

Summer may have the odd distraction to tempt you away from your PS2 for brief moments (most involving deliciously cool lager), but don't stay away too long – you'll be missing some truly unforgettable gaming experiences.

Take the next few weeks. In previous years, July's been a notoriously dry month for quality new software. Not this year. Not only is one of the finest PS2 games we've played – *Gran Turismo 3* – scheduled to hit the UK on July 27th, but the likes of *Escape from Monkey Island* and *Ephemeral Fantasia* also add colour to a summer which had the potential to be drought-like in the run up to the game-rich autumn and winter.

We'll be taking a look at the PAL version of *GT3* next issue (if you missed our exclusive review of the Japanese code in issue #10, we awarded it 93...) – we're especially keen to see if the blistering speed of the NTSC version's been maintained. In the meantime though, there are a number of titles which demand your attention this issue (*Monkey Island's* just over the next page...)

Incidentally, watch out for *International League Soccer* – review code was only submitted to us after the game hit the shelves. Eon clearly have a lot of faith in their title... **PSM2**

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

REVIEWERS レビュー

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.

DANIEL DAWKINS

- **SPECIALIST IN:** Driving, Sports, RPGs, Shooting
- **HAVING FUN WITH:** UEFA Challenge

The Charmer, with his precision feet and single-minded brain-cake put himself forward to tackle *UEFA*. He's fair, but as firm as a flagpole. Run *now*.

DUNCAN BAIZLEY

- **SPECIALIST IN:** Footie, Movie Magic
- **HAVING FUN WITH:** International League Soccer

Despite the absence of voice activation software, Duncan's discovered that turning purple and shouting at *ILS* really is the only way to stay sane

JONATHAN BRYANT

- **SPECIALIST IN:** RPGs, RTS
- **HAVING FUN WITH:** Tokyo Bus Guide

"Tickishpleash... No, oi ain't got nah change, fargwit!" Being a method reviewer, Jonnie's spent some time riding public transport this month.

JOEL SNAPE

- **SPECIALIST IN:** Primatological Puzzles
- **HAVING FUN WITH:** Escape From Monkey Island

We're worried about Solid Snape. He's been hitting the pork wine hard this month. Apparently the 'monkey don't love him back'. Shameful

SCOTT ANTONY

- **SPECIALIST IN:** Platformers
- **HAVING FUN WITH:** Gift

The eyes, the hair, the glasses, the row upon row of needle-like teeth jammed tightly onto the distendable lower jaw. Scott's savagery's unleashed on pg80...

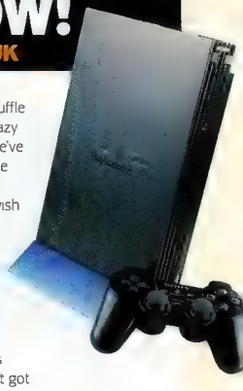
MARCUS HAWKINS

- **SPECIALIST IN:** Driving
- **HAVING FUN WITH:** Ephemeral Phantasia

Casting his piercing goshawk glare over the reviews this month, 'goggle-box' spots Dan using the word 'swimming' and begins visualizing lady manatees.

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK



PSM2's team of reviewers play games more than any other mag. We don't scan through a press release, shuffle through the first level, then present you with some crazy vague mark – out of five or something. As a result, we've gained an enviable reputation (fact: independent game stores call PSM2 every month before deciding which games they should stock). But as much as we truly wish you to direct your well-earned in the right direction, sometimes you just don't see eye-to-eye with us. Feel that *The Bouncer* is worth shelling out £40 for? Perhaps you couldn't give a toss if *GT3* slipped off the planet, never to be seen again.

It's important that we know what you think – regardless of whether you agree or disagree with our qualified, well argued, sound-as-a-pound judgements

E-mail us at the above address, or, if you haven't got Net access, write to us at:

PSM2 MAGAZINE, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

›THE DEFINITIVE VERDICT フハワヌキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

REVIEWS
FANTAVISION
Whack on the kettle, break open the Digestives and prepare for the world's most spectacular fireworks night. No pomp, no ceremony, no snazzy texture mapping. Fantavision is the PlayStation 2's simplest and arguably greatest invention yet

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here - from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE シフミカノ

PS2 REVIEWS

We review every last PS2 title from around the world. Each review is clearly marked with its country of origin – we always re-review PAL versions of games we've covered on import.

›HONEST AND ACCURATE シフミカノ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality

›HONEST AND ACCURATE シフミカノ

PSone REVIEWS

We select the cream of the crop of new UK PSone releases. In this backward compatible world, PSM2 is also your guide to the AAA games on the machine that won't die!

PSM2 WARNING!

›HARD-HITTING シフミカノ キハフキア

THE PSM2 SCORING SYSTEM:

0-29 Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...

30-49 Possibly fun in the short term, but there're some serious faults in the game's design.

50-69 50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.

70-84 An entertaining game that *just* misses out on being something big. Highly enjoyable, though.

85-89 What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...

90+ An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS

MONKEY ISLAND 062

EPHEMERAL FANTASIA 068
Le Mans 24 Hour 070
C.A.R.T. Fury 073
UEFA Challenge 074
International League Soccer 078
Gift 080
Tokyo Bus Driver 082
ABSOLUTE PS2 091

DVD REVIEWS

Lake Placid 084
Strange Days 085
Crouching Tiger, Hidden Dragon 085
Hitchcock Collection 085

PSone REVIEWS

World's Scariest Police Chases 086
Evil Dead: Hail to the King 087
Megaman X5 087
Breath of Fire 5 087
Nicktoons Racing 087
WWTBAM: Junior Edition 087
Batman Gotham City Racer 087

OUT UK now

ESCAPE FROM M

"PACKED WITH ONE-LINERS AND FLASHING STEEL.

ESCAPE FROM MONKEY ISLAND

"DAUNTINGLY CUNNING, BUT ALWAYS SCRUPULOUSLY LOGICAL"

Insult sword-fighting, grog drinking and lots of jokes about monkeys. The hugely popular series makes its PlayStation 2 debut – but can it still tickle your ribs?

REVIEWER: Joel Snape

Piracy, eh? When you're young, having an eyepatch seems cool, burying treasure in the sand makes sense and stabbing people through the lungs or feeding them to sharks sounds like a laugh. Then you grow up, and you start to associate pirates with scurvy, gangrene, horrific atrocities and films starring Geena Davis. But somehow, you can't *quite* get over the idea of piracy being fun. You've seen one too many Errol Flynn flicks packed with witty one-liners and flashing steel. Which is where LucasArts, *Monkey Island* and Guybrush Threepwood come in.

If you haven't played the series before, Threepwood's an aspiring pirate – he's also a cowardly, accident-prone muppet, but he swings a mean cutlass and he's got a smart line in snappy comebacks. Since the original *Secret of Monkey Island*, he's been constantly plagued by evil zombie buccaneer LeChuck and puppy-dog smitten by longtime sweetheart Elaine Marley. He's just returned to his home on Melee island, only to find an evil Australian landowner buying everything in sight and a surly bloke with a catapult trying to demolish his house. Elaine's been declared dead – which she's not too pleased about – and there's a big fat man in a purple suit trying to steal her position as governor. Eventually, it turns out that you'll have to go back to the dreaded Monkey Island to find the secret of the Ultimate Insult and save the pirates of the Tri-island area from unscrupulous developers. And LeChuck's bound to appear sooner or later...

If you *have* played a *Monkey Island* game before, the first thing you'll notice is the graphics. Strangely, LucasArts have abandoned ▶

"THREEPWOOD'S A COWARDLY, ACCIDENT-PRONE MUPPET, BUT HE SWINGS A MEAN CUTLASS AND HE'S GOT A SMART LINE IN SNAPPY COMEBACKS"

FOREVER FRIENDS: Otis and Carla - members of your original crew from the series' first game - make a welcome return.

THIS CHARMING MAN: There's something endearing about Guybrush's Barry White-style pulling technique.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** LucasArts
- **PUBLISHER** Activision
- **GAME TYPE** Adventure
- **PRICE** £39.99
- **EXTRAS** 1 Player, DualShock 2, Memory Card.

PlayStation.2

DETAILS

- New, 'scurvy-inducing' 3D graphics.
- Hundreds of puzzles.
- Over 50 voice-acted characters.
- More monkeys than the previous three instalments combined.

MONKEY ISLAND

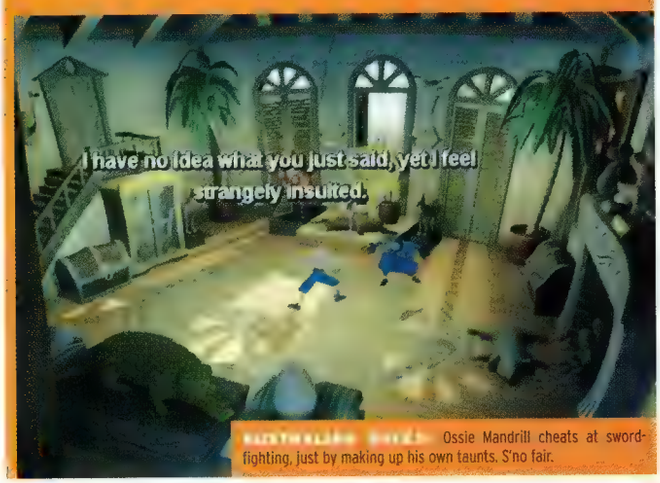
WHICH IS WHERE GUYBRUSH THREEPWOOD COMES IN"

TEACHER'S PET: The blond fop's a married man now and his missus Elaine packs a mean right hook. Take that as a warning...

YOU FIGHT LIKE A DAIRY FARMER

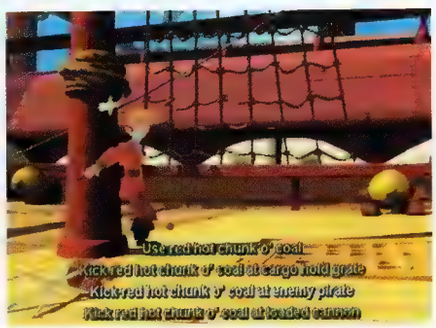
Don't know the correct response to the above taunt? Then you obviously aren't familiar with Insult Sword Fighting, where a sharp retort's more important than a well-honed rapier. It appeared briefly in the original *Monkey Island*, but now duelling isn't the only sport to benefit from a few choice words of abuse – insult arm-wrestling, darts and long-distance spitting are all rife around the Tri-island area.

JAMS FACE: If you're interested, the cunning response above is the correct response to the 'dairy farmer' quip.



SWORDFIGHTING QUICK: Ossie Mandrill cheats at sword-fighting, just by making up his own taunts. S'no fair.

▶the loveably cartoonish 2D look of the previous instalments for a new 3D perspective. It might've worked for skeletal PC hit *Grim Fandango*, but it doesn't really suit the tone of the *Monkey Island* series. The cameras are all fixed, the lip-synching's awful and the character animation isn't much better. Even worse, the cut-scenes frequently look like they could have been put together with a few blobs of Plasticine and a stop-motion camera. The only saving grace is the lavish backdrops – they're packed with pleasing incidental details and little comic touches. It's a bit like The Simpsons Halloween special, 'Homer³', where Homer stumbles into the 3D world – the graphics might be functional, but they just don't *feel* right.


Use red hot chunk o' coal
Kick red hot chunk o' coal at cargo hold grate
Kick red hot chunk o' coal at enemy pirate
Kick red hot chunk o' coal at loaded cannon

ANDY COAL: Even when he's tied up, Guybrush can still hoof hot things with striker-like accuracy to escape a tricky situation.

"THE CAMERAS ARE ALL FIXED AND THE CHARACTER ANIMATION ISN'T MUCH BETTER. THE ONLY SAVING GRACE IS THE LAVISH BACKDROPS"

INSIGHT

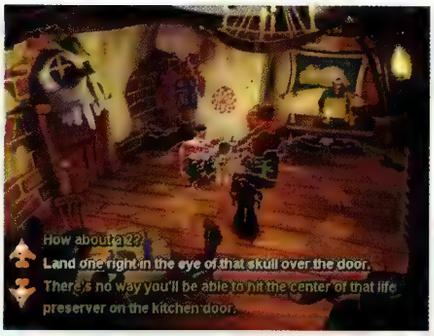
The name 'Jolly Roger' is thought to be based on 'Jolie Rouge' – the French for 'pretty red' – although pirates reserved putting up a red flag for occasions when they were going to kill everyone on a ship...

Still, visuals don't necessarily make a compelling adventure game – that's the job of the puzzles, and it's a tricky balancing act. If they're too easy, the game becomes a tedious routine of strolling around looking for keys and maps. Too hard, and even veteran gamers'll be left in tearful bewilderment as they find themselves locked in an impenetrable bank vault with an inventory full of tinned ham and stuffed animals.

Discworld, for instance, quickly became a mind-numbing exercise in trial and error, courtesy of a series of puzzles that didn't make sense even after you'd solved them. Yes, you *might* have eventually tried putting the jellyfish and custard pie in the toilet – but you wouldn't have kicked yourself for not thinking of it sooner.

Monkey Island's cortex-twisters, in contrast, are dauntingly cunning, but always scrupulously logical. They're also designed to ensure that you can't get through just by trying every combination

PAWN AGAIN: This actually isn't Insult Chess, we've simply provoked an argument between these budding Kasparovs.

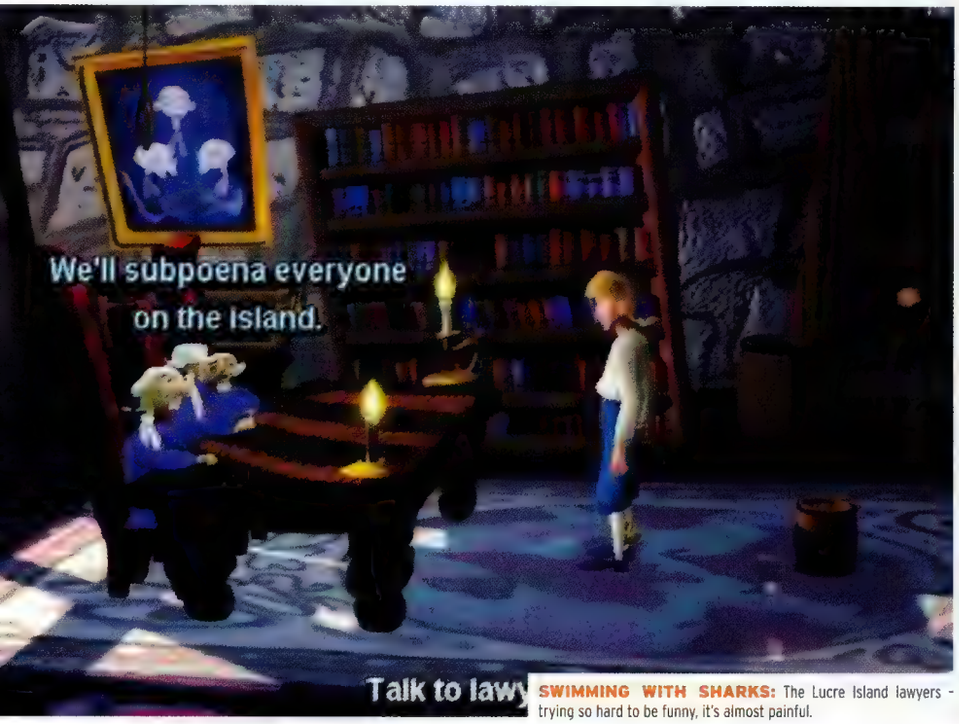

How about a2?
Land one right in the eye of that skull over the door.
There's no way you'll be able to hit the center of that life preserver on the kitchen door.

DART ATTACK: The game often breaks the fourth wall - here Guybrush taunts someone into flinging a dart at the screen.

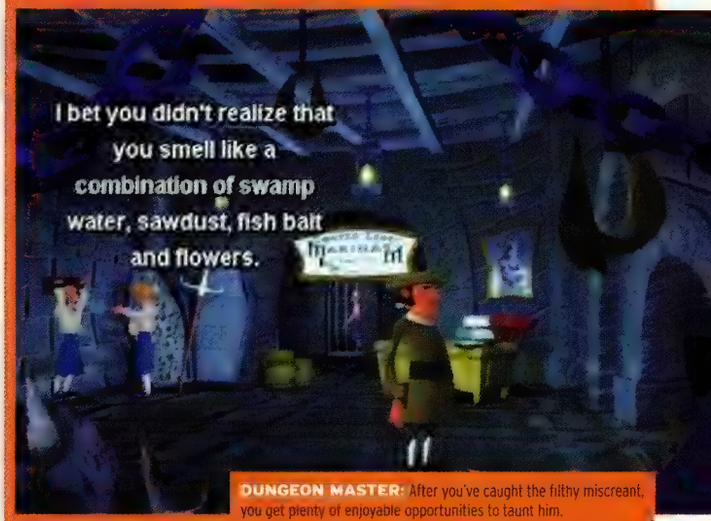
DUCK DAY AFTERNOON

In the first real challenge to your cerebral abilities, you're framed for a bank robbery. In order to clear your name, you'll have to find the missing money and capture the bloke who framed you. Your only clues are that he's terrified of ducks, and doesn't have a nose. Cue one obvious 'How does he smell?' joke, an outdated reference to the OJ Simpson trial, and a very funny bit involving a can of chicken grease and Guybrush shouting 'QUACK'. It's slapstick gone mad.

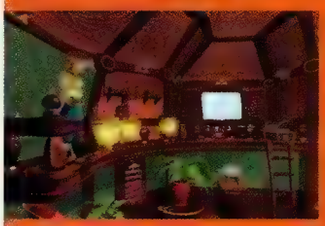
SPRING TIME: Here's that prosthetic-skin-trampoline moment. One of the game's moments that causes serious scalp damage.



SWIMMING WITH SHARKS: The Lucre Island lawyers - trying so hard to be funny, it's almost painful.



DUNGEON MASTER: After you've caught the filthy miscreant, you get plenty of enjoyable opportunities to taunt him.



HE NOSE NOWT: The nasally-challenged rascal's left his false hooter in the bank.

MY IRON LUNG: The prosthetics dealer's got a wide range of 'experimental' limbs.

"THE GAME'S HUGE, CLEVER STRUCTURING MINIMISES THE AMOUNT OF WANDERING ABOUT YOU NEED TO DO... YOU'RE NEVER HOPELESSLY LOST"

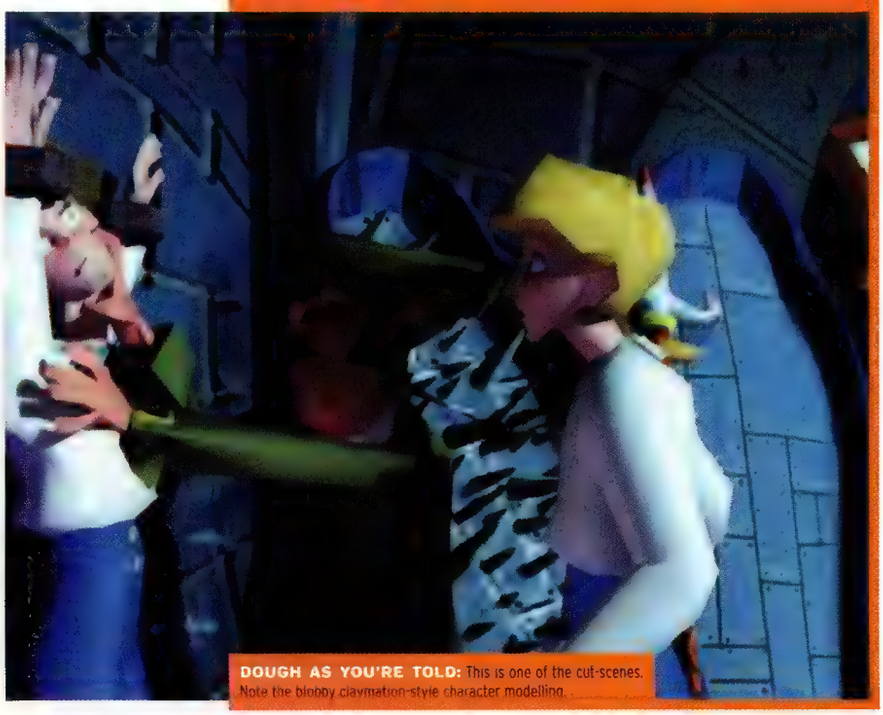
of items or conversational options. Most rely on the traditional 'Use Magnet On Key' approach, but others'll see you frantically scribbling down combinations on bits of paper or analysing the speech for clues. In ten hours of play, there's only one bit where we've snorted in derision at the solution, so we'll tell you now – stretch the prosthetic skin over the manhole. Other bits are pure genius. In one section, for instance, Guybrush finds himself lost in the Mists of Time – where he keeps encountering different versions of himself. Getting through without causing a time paradox requires some clever Bill and Ted-style reasoning and one inspired leap of deduction – but the sequence is executed so flawlessly that it's enormously satisfying when you finally get it right.

TASTE SENSATION

In another, you've got to convince a blind shopkeeper – no, it's tastefully done, honestly – that you're one of his customers, by making yourself smell different. To succeed, you'll need to work out which odours to collect based on what you know about the hapless customer's lifestyle, and then find them around the island. Needless to say, after a couple of hours spent working out stuff like this, you'll be feeling enormously smug. The game's huge, clever structuring minimises ▶

IMPACT POINT

He's a terrible pirate, but at least Guybrush can hold his breath for ten minutes, which is something that comes in handy in every *Monkey Island* game.



DOUGH AS YOU'RE TOLD: This is one of the cut-scenes. Note the blobby claymation-style character modelling.

TOURIST'S SYNDROME: It's rare that Guybrush finds someone more gullible than himself – take full advantage.

IT MUST BE LOVE

Elaine's the perfect foil to Guybrush, what with being sensible, brave and really good at fighting. She also spends most of her time treating him like a slightly deranged child, which makes their conversations some of the funniest in the game.

"THANKFULLY, MONKEY ISLAND VEERS TOWARDS THE GOOD END OF THE AMERICAN COMEDY SPECTRUM – JUST BEHIND THE LARRY SANDERS SHOW"

INSIGHT

The Scumm Bar is named after the control system from the very first *Monkey Island* and other early LucasArts titles – the Story Creation Utility for Maniac Mansion.

the amount of wandering about you need to do, but you're never given enough leeway to get hopelessly lost – it rarely feels restrictive. Most of the time you've got at least two or three goals, which means that if you're hopelessly stuck on one, you can concentrate on the others.

LAUGH? WE NEARLY DIED...

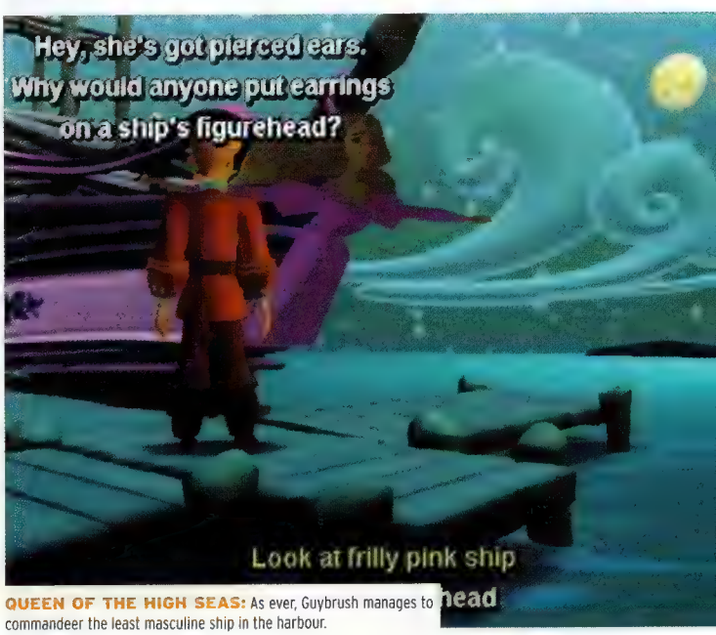
What really helps, though, is the humour. Adventure games have a long tradition of rewarding curiosity with sudden death – we can't remember how many times *The Hobbit* killed us for upsetting Gandalf in some non-specific way – but Guybrush is invincible, so there's nothing to stop you wandering around causing merry havoc. Point him towards a cliff and you get a cheeky quip or boot a lump of red-hot coal at a cutlass-wielding pirate and he tells you not to do it again.

If you've ever played the *Leisure Suit Larry* series – packed full of 'hilarious' gags about venereal disease and pimps – then you'll know that bad jokes can kill a game quicker than slamming it in a microwave. Thankfully, *Monkey Island* veers towards the good end of the American comedy spectrum – just behind the Larry Sanders Show, but slightly ahead of Family Guy. The dialogue's especially sharp, which means you'll never really get bored – even when you're hopelessly stuck, you can always taunt the chess players, watch the termite circus or go shopping for prosthetic limbs. Will it make you spray tea out of your nose? Probably not, but it'll keep you amused.

ARTICULATED LOWLY

Unfortunately, the voices don't really help. Because of the relatively few voice actors involved – compared to, say, a typical Disney flick – each character's played with a really obvious, grating speaking style. Every one's an overdone cliché in that pirates are gruff, shopkeepers are crotchety and public officials whine a lot. It's almost as if you're listening to an intensely competitive round of Whose Line Is It Anyway? with *every* character played by Greg Proops or Josie Lawrence. Only a few of the jokes rely on the delivery – we're quite

IT'S BAIT WHEN YOU'RE STRAIGHT: Pick up some foul-smelling fish-heads – you never know when they'll come in handy.



QUEEN OF THE HIGH SEAS: As ever, Guybrush manages to commandeer the least masculine ship in the harbour.

CASTING THE FIRST STONE: One of your first tasks is to stop this surly bloke destroying your house with a catapult.

fond of Guybrush's 'seductive' voice – and most work better when you read them. Since you'll also hear the same snatches of dialogue a lot, it often makes more sense to switch the speech off and just listen to the pleasant incidental music. If you can make it through a proper conversation with the snuffling prosthetics salesman, you're either much more tolerant than us, or you're far too lazy to actually bother with reading things. Although... um, you're reading this. Aren't you?

PRIMITIVE ART

Since it's a PC conversion, *Monkey Island's* designed for mouse control, but LucasArts have at least tried to make the transition to joypad play as painless as possible. The left Analogue steers Guybrush around, the symbol buttons handle looking at things or picking them up, and L1 cycles through conversational options. Pointing Guybrush vaguely in the direction of something useful brings up the option to look at it, which saves you from scrutinising every corner of the screen in search of keys, thimbles and the like. The only real problem comes when you're moving between areas – in the PC version, double-clicking on any door was enough to transport you straight through it, but you'll have to run between areas on the PS2. Alone it's annoying, but combined with the shifting camera angles, it's absolutely infuriating. A sudden 180° change in view might mean that continuously pressing ↑ leaves you moving south in one area and north in another. When you've had a sudden brain-jolt of inspiration, the last thing you want to do is meander around like a dizzy hamster trying to work out which direction the Bait Shoppe's in. Still, only one or two puzzles rely on you doing things at speed, so it doesn't ruin the game – it's just an occasional niggle.

CHARLIE'S ANGLES: The bloater on the left's Charles L. Charles, Elaine's political opponent in the early stages.

"IT'S DESIGNED FOR MOUSE CONTROL, BUT LUCASARTS HAVE TRIED TO MAKE THE TRANSITION TO JOYPAD PLAY AS PAINLESS AS POSSIBLE"

RHESUS NEGATIVE?

After hours of shooting, punching, stabbing and bludgeoning, *Monkey Island's* a breath of fresh air with a hint of nitrous oxide. Even if adventure games aren't your forte, it's worth picking one up occasionally to remind yourself that life isn't all about eviscerating people. Check it out if only to give your Deathmatch-frayed nerves a rest. And if you're going to pick one, it really ought to be *Monkey Island* – it's forgiving, with a learning curve that'll keep you deceptively addicted. Occasionally cack-handed presentation prevents it from being a work of genius, but that can't stop it from being an immersive, hugely enjoyable lark. Daft as he is, Guybrush is the sort of loveable rapscallion we'd all like to be. Sod pain, rage and horror – get something that'll make you laugh for a change.

Everybody do the monkey – it's in the shops now.

VOODOO THE MONKEY: The groovy Voodoo lady's made an appearance in every *Monkey Island* game so far.

SHOW ME THE MONKEYS

The original *Monkey Island* saw Guybrush encountering Governor Marley and Le Chuck for the first time, as he struggled to become a pirate. In the completely ludicrous *LeChuck's Revenge*, it turned out that Monkey Island was actually a theme park, and that the decomposing marauder himself was Guybrush's brother. *The Curse Of Monkey Island*, of course, completely ignored that bit, and left LeChuck imprisoned in a block of ice.

HEY HEY, IT'S A MONKEY! Revisiting the giant stone monkey's quite a nostalgic moment for Guybrush.

LE CHUCK, C'EST MOI! The ghostly brigand's had a couple of makeovers through the years and this is his latest look.

SOME OF A WOMAN! Ah, the lovely Elaine. Always the sensible foil to Guybrush's often lunatic outbursts.

DAVY JONES' CHOICE

1 **ESCAPE FROM MONKEY ISLAND**
It hasn't got much competition on PS2, but *Monkey Island's* still master of the adventure game genre.

2 **SHADOW OF MEMORIES**
Inspired idea, intriguing plot – only the slightly restrictive structure robs this of true greatness.

3 **SUMMONER**
Perhaps a bit too heavy on the ancient prophecies for some.

PSM2 VERDICT

GAMEPLAY
+ Plenty of gentle humour, even when you're stuck.
- The interface isn't ideally suited to a joypad.

GRAPHICS
+ Absolutely loads of detail in the backgrounds.
- The move to 3D seems a bit ill-considered.

SOUND
+ Gently pleasing plinky-plonk piano music.
- The shuffling shopkeeper alone'll make you switch the voices off.

LIFESPAN
+ About 20 hours of solid gameplay – more if you explore.
- No real incentive to go back after you've completed it.

OVERALL
No nerve-frazzling reactions required – just a bit of thought and a sense of humour. Load it up and get the kettle on.

82

MONKEY MAGIC

MOUSE MUSIC
This ginge' guitarist is you. You'll use your instrument to trigger events...

OUT UK NOW

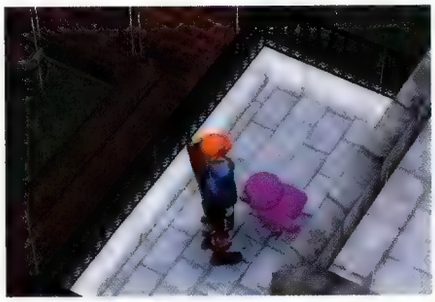
EPHEMERAL FANTASIA

A legend begins on an island frozen in time. But in Konami's new RPG, you'll be swinging a guitar more than a real axe... **REVIEWER:** Jonathan Bryant

Picture this: it's day six of the game. You've just played a ballad to honour the marriage of Sir Xelpherpolis to the princess Loreille and the next thing you know you're challenging him to a fight to the death. With one calculating thrust he runs you through. But death isn't the end of things in this game, not by a long shot. It's just the beginning, as *Ephemeral Fantasia* picks up where *Shadow of Memories* left off. This is an RPG with a twist, and that twist is time itself.

Put simply you die after your encounter with the boss only to wake up back at day one. But how come you're the only one on the island of Pandule that's retained any knowledge of what has passed before? You know Xelpherpolis isn't all he pretends to be and that everyone's trapped in some kind of Groundhog six-day cycle, but who's going to solve the mystery, save the princess and return the place to normality? Well, duh...

The most ingenious aspect to all this comes from the fact that you can use your knowledge of the previous six days to your advantage. For instance, you know that the master of arms, General Bagoth, dies in a suspect explosion. Make good use of your time (as everything on the island is governed by the clock), save his life and you're



CHICKS WITH KICKS: The Death Hiyoko. Small, fluffy, purple and a master of lethal unarmed combat. Handy to have around.

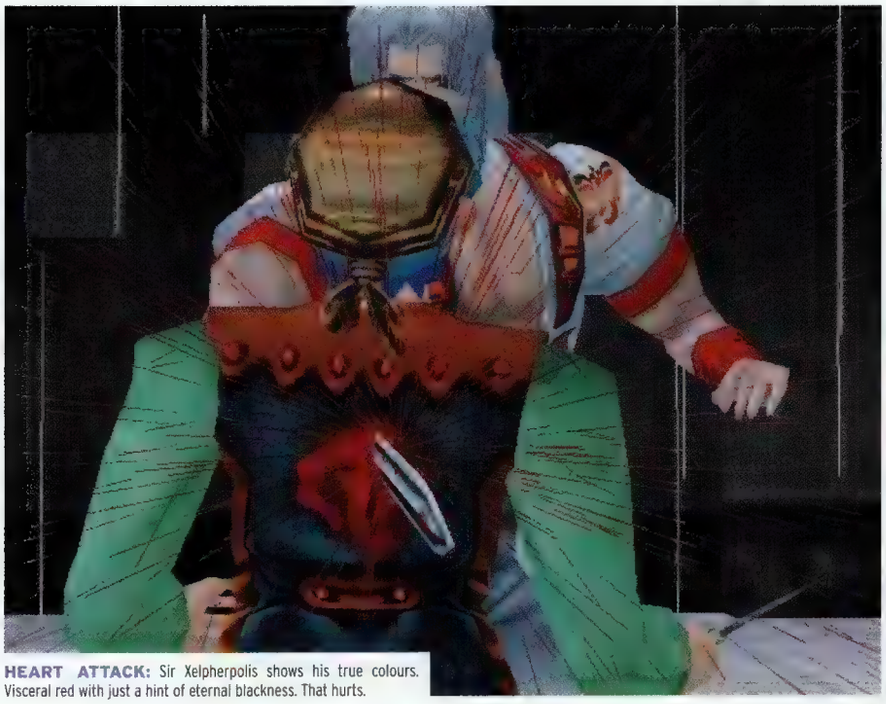
INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  KCEJ
- **PUBLISHER**
  Konami
- **GAME TYPE**
  RPG
- **PRICE**
  £39.99
- **ESSENTIALS**
  1 Player, DualShock 2, Memory Card, *Guitar Freaks* Controller

PlayStation.2

DETAILS

- Includes a hand-crampingly difficult bemani music composition feature. An added bonus is that this part of the game is compatible with the *Guitar Freaks* controller.
- A unique real-time environment that shows transitions from night to day alongside weather effects. Also includes specific timed events that need to be attended in order to further the plot.



HEART ATTACK: Sir Xelpherpolis shows his true colours. Visceral red with just a hint of eternal blackness. That hurts.

EPHEMININE: Princess Loreille has the power to entrance anyone... as long as they're male. Typical woman, really.

"YOU LEARN MORE ABOUT YOUR GUITAR WITH EACH PASSING CYCLE, PICKING UP NEW SONGS WHICH YOU CAN PLAY WHENEVER YOU FANCY IT"

PLUCKER'S LUCK: Thankfully Pattimo, your talking guitar, retains his memory as well after the first cycle.

guaranteed an ally in your quest to expose Xelpherpolis. Genius.

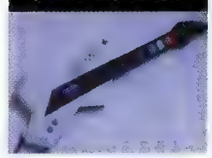
But there's just one small problem with all of this. For the first say, three hours, you've got no idea what in the sweet name of Clarice Starling is going on. There're initially no maps outside the city as such, no pointers and the only time you know something important has happened is when you're ripped from your aimless wandering to attend another event at court. There was one moment where the central character, Mouse, was supposed to attend a meeting at a restaurant only to find himself lost in the palace (again unmapped) and missing the event by a couple of light years.

Here's where the review could well have ended with frustration, a lack of clarity and an ordinary RPG wrapped up with some bemani-style plucking. Then the second cycle of six days begins and suddenly you start to appreciate just how clever this game really is.

Going back to the film Groundhog Day, remember the bit when Bill Murray uses the repetition of days to master the piano? Well, exactly the same thing applies here, as you learn more about your guitar with each passing cycle, picking up two new songs every six days which you can play whenever you fancy it.

INSIGHT

Although the musical sections work with a DualShock 2, if you want to get straight As we'd recommend the old *Guitar Freaks* controller. Save before a song and practice 'til you bleed.



ROYAL VARIETY

Another element that takes the game well beyond its characteristic genre boundaries is the sense of subversion you get as you play. Take the basic RPG given of opening boxes and chests in order to gain items. In *Fantasia* your character's a thief, resulting in all your collecting taking on a dubious aspect. There's also plenty of humour to be had as you wander around, from the cutting asides of your talking guitar – Pattimo – to the hilarious inclusion of the Death Hiyokos. We accidentally picked up one of these annoying chicken-like creatures from a shop and subsequently spent the next couple of hours trying to figure out how to get rid of the thing. Then, during our next bout of turn-based combat, the plucky little fellow head-butted a demon called Doug for an outstanding 200+ points of damage. Add a breed of monster called Manchester, a handful of breast gags and you just know that the comedy comes thick and fast with this one.

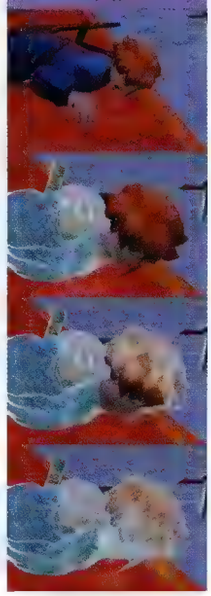
There's always something out to spoil a perfectly good party though, and in the case of *Ephemeral Fantasia* it's the visuals. Despite the grin-worthy animations, inventive cut-scenes and smart use of camera angles, the graphics still feel a bit, well... edgy. Flat colours and saw-toothed fringed characters don't do the game any favours when its up against the rounded plumpness of *Dark Cloud*. Having said that, the world of RPG on PS2 is severely undersubscribed at the moment and the arrival of *Ephemeral Fantasia* is nothing but good news. **PSM2**

Like your RPGs fat and full of clever touches of genius? Pop it on the list next to Dark Cloud.

PARTY TIME: Get through the first cycle of days and you'll be able to gather up a party of allies to help in the search for the truth.

IMPACT POINT

The end of the first cycle of days finds you stabbed through the heart by the evil Xelpherpolis and, quite literally, to blame. If only you hadn't fallen in love with his attractive missus. To add insult to injury, Xelpherpolis freezes you and chucks your sorry ass back in time. Bloody typical.



ROCKIN' ROBIN HOOD: Here's an example of the tricky guitar sections. You'll tackle two of these in the first six days.

BAGGY BEAT: While attempting to save the sacred sword, poor old Bagoth gets himself cooked.

BUSKER'S CHOICE

1 **DARK CLOUD**
Bullish innovation, excellent weapons management and devilish good looks.

2 **EPHEMERAL FANTASIA**
Another RPG that isn't afraid to stretch itself. Sadly let down by the occasional flatness of the graphics.

3 **SUMMONER**
Not as tidy visually, but still a decently large and engaging role-player.

PSM2 VERDICT

GAMEPLAY
+ The repetition of days brings something new to the genre.
- The absence of maps early on makes you want to kill.

GRAPHICS
+ A plethora of excellent character and monster animations
- Lacking depth and tidiness at times.

SOUND
+ In-game music that definitely smacks of the Carlos Santana.
- It's a mute world where everyone writes their thoughts on screen

LIFESPAN
+ Huger than a huge thing that's eaten too much.
- You need dedication to get through the first three hours.

OVERALL
Ephemeral Fantasia **runs the RPG gauntlet and comes out smelling of entertainment rather than drudgery.**

76

TIMELY

PROTOTYPE-CAST: To race as this beast in Championship mode, you'll need to unlock the Prototype GT.

OUT UK NOW

LE MANS 24 HOURS

Crack open the Red Bull – it's the videogame equivalent of trash TV classic, Touch the Truck. Have you got the stamina for it?

REVIEWER: Joel Snape

FROM DUSK 'TIL DAWN: Drive all night in th 24 Hour mode... go on, we dare you.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Melbourne House
- **PUBLISHER** Infogrames
- **GAME TYPE** Racing
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, DualShock Memory Card

DETAILS

- 70 official cars – both prototypes and GTs – including 30 that weren't in the Dreamcast version.
- 12 real circuits, including the US 'Petit Le Mans' and Le Mans 24 hours circuits.
- Five game modes: Quick Race, Championship, Time Trial, Multi-player (2) and the full 24 hour Le Mans race (which you can race in real-time or accelerated modes).
- Animated pit sequences.
- Offers 30 more cars, more tracks, more car settings and improved AI over the DC version.

I MUST IMPROVE MY DUST: As in *GT3's* Rally mode, prolonged skidding wrecks your visibility.

FLAT-TOP AND SIDES, PLEASE: As a replay-cam, this running board-mounted cam works quite dramatically.

The real Le Mans 24 Hours is a gruelling affair. Three drivers take eight-hour shifts at caning the same car around a track for a full day, almost non-stop. Relatively few go the distance – the rest burn out or get disqualified. It's also one of the best known and most prestigious events in the motor racing calendar. But can you really make an entertaining game out of a sport where spectators routinely nip off for a quick snooze or a go on the fun fair halfway through? And is there any reason you'd buy it as *well* as the majestic *GT3*?

On the evidence of a quick go, you might say yes. The action fairly screams along, even with the weaker cars. The Atlanta track in particular moves like a freshly-greased roller coaster, with one 90° bend causing huge pile-ups. The handling's simple to learn, but deceptively tricky to master. Stray onto the grass verge at high speed and your car spins out – try a cheeky overtaking manoeuvre in a downpour and you could ruin your own race. Collisions are satisfyingly handled – it's possible to drive opponents onto two wheels by scraping them against the barriers – although they sometimes feel a bit light.

PIT AND POLISH

Action-wise, things are reasonably varied, with a gentle learning curve and various degrees of realism allowing you to set the level of Driving Aids and AI for a decent challenge. Bullying your way through the pack's easy enough in the Rookie GT, but by the Pro races the leaders are weaving to stop you getting past. In the later races, tactical pit stops are essential to deal with shifting weather and fuel problems. These are handled well – you select the changes you want to make as your car goes into auto pilot, then see the pit-crew go nuts as the competition creeps up the field behind you.

Then there's the 24 hour event. It's playable in four hour, 24 minute, and 10 minute versions – in the latter, the weather changes at almost every bend – but for the full effect, you'll want to get several cans of Red Bull, two 'backup driver' mates and a big comfy chair, and do it in real-time. Which sounds like madness. And it is. It's the kind of masochistic experience you might try just once, like watching an entire season of Buffy back to back. Worth a go – just don't kid yourself that it's going to be fun.

This is where *Le Mans* starts to slip a bit. Although there's plenty to do, it lacks any real structure. The Championship mode's a simple case of qualifying and racing in GTs as you unlock them. There's no choosing which one to do next, so if you don't fancy doing a 10-lap endurance race – tough. Beating races unlocks extra cars and tracks, but there's none of the management element that makes playing *GT3* for that breakthrough upgrade so compelling. Also, quite a lot of the '70 featured cars' seem to be nothing more than varied paint jobs. Hmm...

LE MANS JUICE

Le Mans' real failing, though, is that it never really immerses you in the action – a failing that's clearly due to the awful graphics. Where *GT3* eases you into its own warm, inviting world, *Le Mans* chucks a cold bucket of reality in your face at every bend. Electricity pylons pop into view as if by magic, and trees frequently appear one by one as you round a bend. Every effect's vastly amplified – at a distance, tail-lights look like raging bush fires, and ploughing through dust makes it literally impossible to see what's happening. Even more inexplicably, rain spatters the camera, rather than the windscreen, with penny-sized drops of water – nice idea, but terrible in practice. The few impressive touches – tyres spark, brake pads glow red, wheels chew up grass – only serve as the icing on an already stale cake.

"WHERE GRAN TURISMO 3 EASES YOU INTO ITS OWN WARM, INVITING WORLD, LE MANS CHUCKS A COLD BUCKET OF REALITY INTO YOUR FACE AT EVERY BEND"

SPIN DOCTORED: In replays, the wheels do that looking-like-they're-spinning-the-wrong-way thing. Very clever.

Ultimately, *Le Mans* is too similar to *GT3* for anyone but racing fanatics to buy both – and the choice is clear-cut. It's like comparing Family Guy to The Simpsons – they're both hugely entertaining, but the established one's so slick, polished and detailed that it beats the other on every important level. If Infogrames had released *Le Mans* at Christmas, it might have had a decent enough head start to convince desperate driving fans to part with their cash. But with only a few weeks to go until *GT3's* UK release, *Le Mans'll* hardly have a chance to get off the grid before the PS2's flashiest racer goes roaring past. **PSM2**

Literally can't wait for GT3? Go on, then – Le Mans is in the shops now.

INSIGHT

4,000 people work free of charge every year to support the real race, which typically uses 95 tonnes of fire-extinguisher fluid and 130,000 tonnes of fuel. Madness.

WEATHER OR NOT? The rain effects are a little bit over the top, they're not the subtle changes you'd expect in a racing sim.

IMPACT POINT

Picture this: you've been chasing the leader for an edgy two laps. Finally you catch him, but he's not going to let you pass without a fight. Time to veer gently to the right, nudging him onto the grass verge and laughing like a Bond villain as he spins out of control.

INSOMNIAC'S CHOICE

1 **GT3**
You'll be awake for hours trying to get that coveted S-licence. It's easy on those tired eyes, mind.

= **F1 2001**
20 lap races – in real time. Committed? You should be.

= **LE MANS 24 HOURS**
Got a spare weekend and a caffeine drip-feed? Away we go...

4 **RIDGE RACER 5**
The 99 lap race takes about two hours – and feels like an eternity.

PSM2 VERDICT

GAMEPLAY
+ Solid car handling. Satisfyingly crafty AI.
- Overly simplistic mechanics.

GRAPHICS
+ Um, some of the sun effects are quite nice.
- But the rest of the game looks distinctly PSone.

SOUND
+ Odd, but pleasant, options screen jazz
- Mildly irritating engine whine.

LIFESPAN
+ Plenty of GTs to plough through.
- The 24-hour event's a novelty.

OVERALL
Strictly for the dedicated and wealthy. *Le Mans* is good fun, but just can't compete with the best racer in an already crowded field.

73

OVERTAKEN

Games Master

GT3!

It's here! You must drive it! The best review of the world's greatest racer!

Drive the secret cars before your mates! GM shows you how to unlock the hidden stuff!

SECRET CARS!

HUGE PLAYTEST!

WWF SMACKDOWN JUST BRING IT!

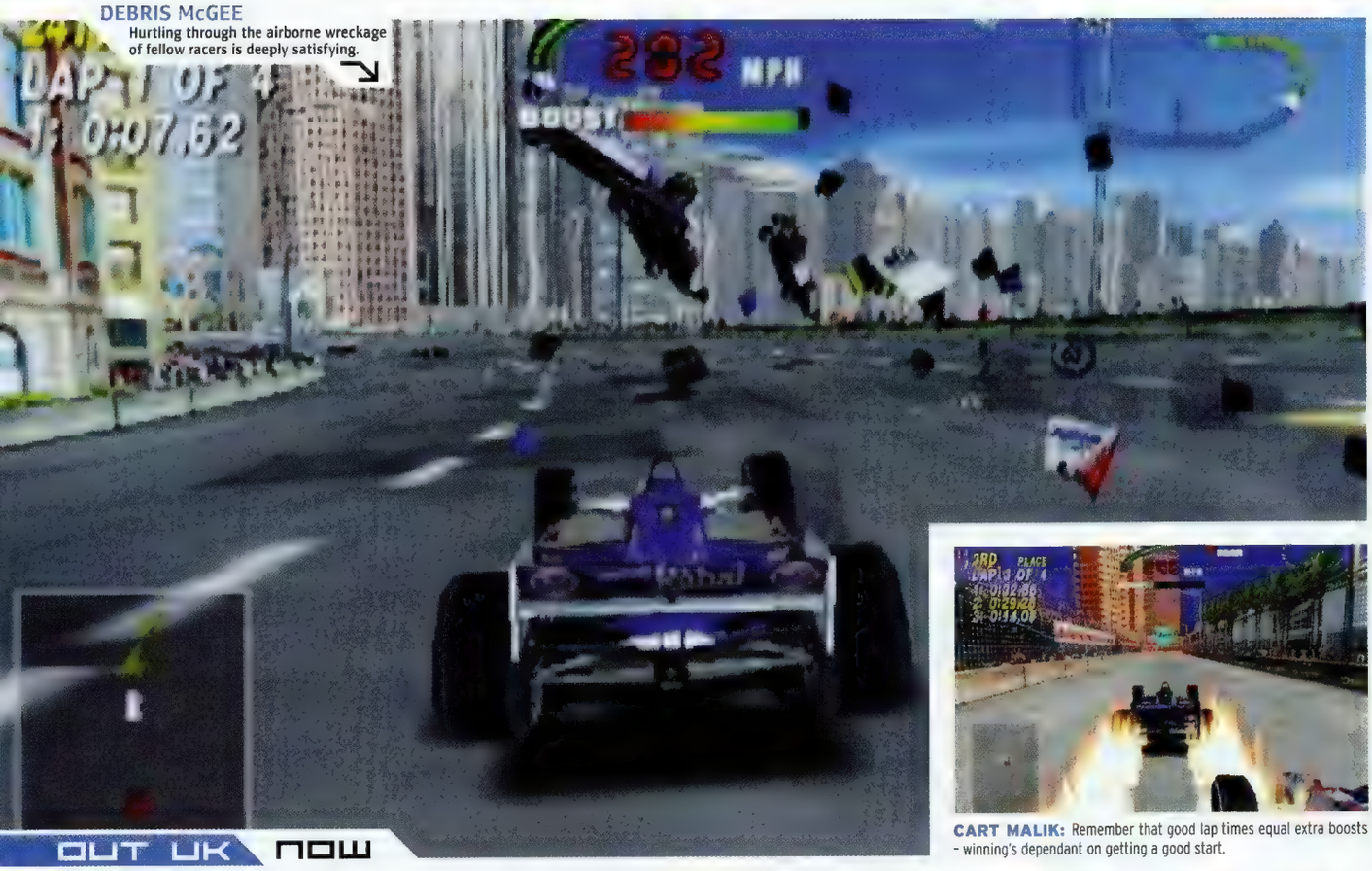
New shots! Hard Facts!
GM just brings it on PS2!

PLUS!

- Tekken 4
- Sonic Adventure 2
- Luigi's Mansion
- Stuntman
- Onimusha 2
- SSX Tricky
- Tomb Raider: The Movie
- Silent Hill 2
- Herdy Gerdy
- Jak and Daxter
- Half-Life
- Super Smash Bros. Melee

ON SALE 12 JULY

FREE TIPS BOOK!



DEBRIS McGEE Hurtling through the airborne wreckage of fellow racers is deeply satisfying.

OUT UK NOW

CART MALIK: Remember that good lap times equal extra boosts – winning's dependant on getting a good start.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Midway
- **PUBLISHER** Midway
- **GAME TYPE** Arcade Racing
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, Memory Card, DualShock 2

DETAILS

- Championship, Arcade and Sim modes.
- Sub-games including Last Man Standing and Lock On.
- 12 cars and 12 drivers to choose from.
- Four driving styles, from easy to expert.

C.A.R.T. FURY

Just like the real thing! Except for, um... the short-cuts. And explosions. And super-boosts. And...

REVIEWER: Joel Snape

Phew. This could have gone *really* horribly wrong. The PS2's got plenty of 'realistic' racers, a few of them based on pointless licences, a lot of them terrible. It's also got a fair few self-consciously 'crazy' racers – mainly involving plasma mines, and most of them absolutely God-awful. Thankfully, Midway haven't gone either route. *C.A.R.T. Fury's* simply an enjoyable chunk of old-fashioned arcade fun.

Despite the conspicuous lack of homing missiles, there's still a vicious edge to the action. Shunt a competitor hard enough, and their motor explodes or cartwheels across the track. The start of every race is nerve-racking – you'll fly through the grid as everyone fights, but only by weaving perilously through flashing tyres and flaming debris.

At every checkpoint, you're given a chunk of boost, activated by holding down L1 or L2. Complete a lap quick enough, and you get a Super Boost for the next one. Most courses feature cheeky short-cuts – they're usually a bit trickier to negotiate than the main track, but can shave precious seconds off your time.

WEAVE AND BOOSTERS

In the early stages, this might all seem a touch simplistic – it's easy enough to win by blowing all your boost on the straights, blasting through every short-cut, and never letting go of the accelerator. Later on, though, the turns get tighter, the AI gets more vicious and the short-cuts fill up with speed-sapping gravel.

The selectable racers are all real, but you're unlikely to recognise any of them. At every opportunity, scantily clad ladies – one of whom looks distressingly like Charlie Dimmock – dish out playing advice and cavort around when you win. Before each race, you're told to watch out for one of your competitors, but it's never clear why – they never single you out for punishment. Given the potential for violence and cheating, the pretence of realism's mystifying. Why not stick in a few *Speed Racer*-style stereotypes and a bit of pre-race taunting to up the competitive ante? A few sub-games add to the fun but it's a shame they couldn't have been woven into the main game.

If there was a bit more incentive to battle up the competition ladder, *C.A.R.T. Fury* might be a worthwhile purchase. Unfortunately, with only pride and adrenaline to keep you playing, it's one to rent for a nerve-shredding weekend. **PSM2**

Aspiring C.A.R.T. racers can Super Boost to the shops now.

IAN FURY: Here, player one's taking a cheeky short-cut – but player two hasn't noticed it off to his left. Keep you eyes peeled...

INSIGHT

- C.A.R.T. stands for Championship Auto Racing Team – which the organisers boast is the 'fastest racing in the world'. Except for F1, perhaps.

BOY RACER'S CHOICE

1. **RUMBLE RACING** Largely pointless, but blindingly fast and violent action. Mad fun.
2. **MIDNIGHT CLUB** Illegal street racing fun – with plenty of smashes and short-cuts if you want them.
3. **C.A.R.T. FURY** Lacks the 'depth' of either of the above – but a laugh all the same. It's still not sure what kind of game it wants to be.

PSM2 VERDICT

GAMEPLAY
+ Fast-paced action with lots to worry about.
– Shame the CPU cars aren't a bit brighter.

GRAPHICS
+ Peregrine falcon-fast and jammed with vicious collisions.
– Not much variation, ropey backgrounds.

SOUND
+ Pleasant commentary, lovely-voiced pit crew girl.
– Infuriatingly repetitive thrash rock music.

LIFESPAN
+ Lots of different modes and sub-games.
– The league structure isn't too inspiring.

OVERALL
Simple to learn but relentless in action, poor presentation and slightly dodgy graphics let down an otherwise entertaining racer.

65

FURIOUS

REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

OUT UK now

UEFA CHALLE

"A BIZARRE HALFWAY HOUSE COMBINING THE BEST OF

Join Figo, Giggs and... Osborne, in a patchily-licensed footy festival that tries to entertain *everyone* without tripping over its laces. Ref, we're going to need a stretcher...

REVIEWER: Daniel Dawkins

Compromise is deadly. Take three-quarter length shorts, for example. By attempting to be trousers *and* swimming shorts, they look rubbish at the beach *and* the pub. If you're going to do something right, you've got to define your goals and stick to them. So spare a thought for the developers of *UEFA Challenge*. Two years ago, the game began life as an ultra-realistic football simulation akin to *ISS*. Halfway through development, the team were told to change to a *FIFA*-style approach. Then, at the very last minute, the men upstairs asked for something that combined the two. Unsurprisingly, *UEFA Challenge* isn't really sure what it wants to be. And fails to be *any* of them successfully.

Indecision blows through the game like a dancing full stop. It's easy to jink up the pitch in a *FIFA*-stylee, but harder to score than in *ISS*. Only top players can generate shooting accuracy outside the box, and the goalkeepers seems to have a football attracting magnet in their shorts – they've even reduced the size of the goals to help out. Is this the best way to keep the scoring down and remain an accessible simulation? No, but that's the problem with contrived compromises. The default controls are a perfect copy of the *FIFA* system, while the main alternative is a perfect mirror of *ISS*. Everybody happy?

SPIN WHEN YOU'RE WINNING: A solitary tap on L1 will produce this Zidane-like twirl. The top players have better tricks.

TEAM ENGINE

It's not all bad news. *UEFA Challenge* is the most exhaustive football game to date. All the major European teams are present, with accurate – if patchily applied – player names and likenesses. While the Manchester United squad bristles with Keanes and Silvestres, the England set-up is populated by Boardmans and Bridges – though names can be changed in the Player Edit menu. You can take part in club seasons, replicas of the Champions League and a host of user-defined tournaments. Gone are the days when multi-player leagues had to be scrawled on the back of a beer mat.

The tactical system is equally comprehensive – affecting the play like a hair-drying rant from Alex Ferguson. You can assign players to a genuine man-marking job, or shift them into ▶

"INDECISION BLOWS THROUGH THE GAME... IT'S EASIER TO JINK UP THE PITCH IN A FIFA-STYLEE, BUT HARDER TO SCORE THAN IN ISS"

KICK IN THE GOALIES: Like most football games, it's difficult to maintain accuracy on your kick outs - just watch the keeper straining.

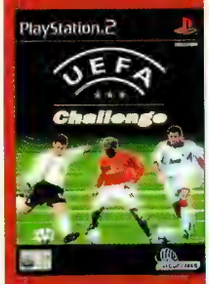
MOBILE PHONEYS: Take a closer look at the players shirts, the licensing isn't as accurate as you'd first believe.

NGE

BOTH WORLDS"

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Sheffield House
- **PUBLISHER**
  Infogrames
- **GAME TYPE**
  Football
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-4 Players, DualShock 2 Memory Card, MultiTap 2



DETAILS

- Fully customisable tournaments with home/away legs, league structure or knockout format.
- Over 70 European club teams, 32 national teams
- Training mode with unique Speed Challenge test.
- Player Edit and name change function.
- Variable fog, with rain, snow and hail effects.

CATALAN WHO GOT THE CREAM: The character likenesses are generally good, but vary greatly from team to team.

CHALLENGE ANELKA

One of the most diverting inclusions in *UEFA Challenge* is the Training mode Speed Challenge. Your task is to score five goals in as quick a time as possible. Sounds easy, but you've got to score from a variety of set-piece and open play situations. Even when you've got your free-kicks pinging in the top corner, you've still got to master one-on-ones with the goalie. One mistake and you've blown your record-winning run. Curiously addictive stuff.

THE RED ARROWS: Targeting your shot feels familiar but the novel step-over functions take free kicks to a higher level.

FAR POST REDDER: The corners use a similar system to free kicks, and there's enough power to feel dangerous.

▶unique attacking positions – for example, play Smicer in the hole behind Owen and Fowler. You can set the attacking bias of individual players, so wing-backs like Ian Harte will join the attack with every opportunity – just watch the gap left by his darting runs. With 21 pre-set formations to choose from, only Kevin Keegan could complain about the level of depth.

PEEK PRACTICE

Before you dive into the game proper, it might be worth checking out the Training mode. It's a perfect chance to polish your set pieces. More than any footy game on PS2, *UEFA Challenge* makes free kicks a real threat on goal. The target bar looks *FIFA*-ish – and offers limited aftertouch – but the real innovation lurks beneath. By tapping L1, you can create diversionary runs, allowing team-mates to step over the ball or heel it back to create sharper shooting angles.

With a few minutes practice, you can establish a solid passing game. It's a fair rival for the first *ISS* on PS2, and certainly sharper than *FIFA*'s comedy exchanges. The through-balls and one-twos are especially noteworthy. You can keep hold of the ball until your team-mate makes a run, and release it when he's in space – you're not forced to play the first time pass. Before you know it, you're sprinting down the flanks popping Zidane-spins and admiring the neatly animated linesmen. In fact, everything feels fairly rosy... until you get a little bit closer to goal.

Shooting is thankless. The first time you get one-on-one with the goalie, you're likely to shin the ball straight into his arms. Even on your second attempt, with the shoot button held down and the

THROW ME A LINE: The incidental details are quite impressive – particularly the trotting linesmen and irate coaching team.

"WITH 21 PRE-SET FORMATIONS TO CHOOSE FROM, ONLY KEVIN KEEGAN COULD COMPLAIN ABOUT THE LEVEL OF DEPTH"

INSIGHT

During a match in the Democratic Republic of Congo, a lightning strike killed 11 members of one side, but left the opposition miraculously untouched. The survivors blamed witchcraft.

BEARD SCIENCE: You can't alter the players' body shapes, but you can tinker with their barnets to your heart's content.

SAVED THE LAST CHANCE: While shooting improves with time, you'll often feel the ball's magnetically drawn to the 'keeper.

SEAT YOUR SHORTS: Less people turn up for the smaller games, and'll start to leave if the result looks sewn up.

pad at a crazy angle, it's difficult to do anything other than kick the ball straight at the 'keeper. The only players who can shoot effectively from distance are superstars like Figo or Beckham, and we're not talking obscene range here – just stuff from outside the box. Invariably, most goals are scuffed rebounds. You'll score the occasional header, but the crosses loop like helium balloons and you never feel you're getting enough power. Your goal scoring prowess improves with time – as it should – but never feels truly instinctive.

"INVARIABLY, MOST GOALS ARE SCUFFED REBOUNDS. YOU'LL SCORE THE OCCASIONAL HEADER, BUT THE CROSSES LOOP LIKE HELIUM BALLOONS"

Tackling is even more imprecise. There's an element of 'that'll do' collision detection which lets players lock horns from unreasonable distances. One second you're winding up a shot, the next you're wondering why the defender behind you has already won the ball. There's an invisible vacuum cleaner radius around each man which sucks the ball to their feet. It may not look like the players are making contact, but any button pressing in that mysterious circle could win – or lose – you the ball. When players dribble, it looks like the ball's attached to their feet with a small bungee cord. It's extremely frustrating losing the ball when it still looks so under control.

SCHOLES OF THOUGHT: You can shift the midfield line as a whole, or move players into unique positions one at a time.

The saddest part of *UEFA Challenge* is that it looks so terrible. At distance this could easily be a PSone game. The animation is risible and there's some horrific slowdown – read: dramatic moments of reflection – each time you score a goal. The problems stem from the motion-capture. The game wants to be quicker than the graphics will allow, so the animation gets cut mid-stride to keep up with the action. It's like watching a movie about arthritic robots with every other frame deleted. The cut-scene close ups – replete with ball juggling and irate refs – add to the atmosphere, but never feel part of the action.

STUD MUFFING

The ball movement is quite unrealistic. You sometimes feel like there's a big grid of pre-defined vectors over the pitch which dictates the ball's every possible movement. The thing just doesn't roll or fizzle like you'd expect – it just sticks and floats like a balloon with a broken motor. The problems are exacerbated by the Hoover-like control of the players and, in fairness, the ball physics aren't much worse than *FIFA*.

Multi-player games are quite fun, if only for the Three Stooges ultra-violence of mistimed tackles. When you catch a bloke unfairly, he flips up like a Mexican cliff diver. These're the sort of challenges that would shame Vinnie Jones, and, more often than not, go unpunished – though you can change the strictness of the ref if you fancy it. When both players adjust to the nuances you can enjoy a decent game of football, with mirth and mayhem in equal abundance. One-tap special moves might be cheap, but you won't think so when you've just skinned someone with a Cruyff turn.

So who should buy *UEFA Challenge*? Well, it looks nowhere near as beautiful as *FIFA*, and plays far shabbier than *ISS*. It's a bizarre halfway house combining the best – and worst – of both worlds. This could tide you over until the UK release of the imperious *Winning Eleven 5*. But if you're not a footy fanatic, or don't already own the aforementioned titles, this has to sit as a poor relation.

There's enough here to keep most football fans entertained if they can accept the glaring flaws. But the truth remains that this is a startlingly compromised game, which tries to achieve incompatible goals with a faulty set of components. An arcade game can't be a simulation by definition. As a flawed marriage of the two, we could declare *UEFA Challenge* a mild success. We could call it a failure. Or we could compromise and say it's disappointingly average. And that's *exactly* what it deserves. **PSM2**

UEFA Challenge will be jogging onto the pitch on June 29th.

INSIGHT

When Aston Villa formed in 1874, the only game they could organise was against their local rugby team. To keep things fair, they played rugby in the first half, and football in the second. Villa won 1-0, with a late second half strike.

FIGO'S CHOICE

1 ISS
A fluent passing game with solid graphics, soon to be surpassed by the UK release of *Winning Eleven 5*.

FIFA 2001
Scrumptious graphics *almost* atone for the lightweight gameplay.

UEFA
A decent enough kickabout with fairly awful graphics – doesn't excel in any particular area.

PSM2 VERDICT

GAMEPLAY
+ Nice through-balls and tactics.
- Spongy feel and awkward shooting.

GRAPHICS
+ Neat cut-scenes.
- Stilted animation, poor resolution.

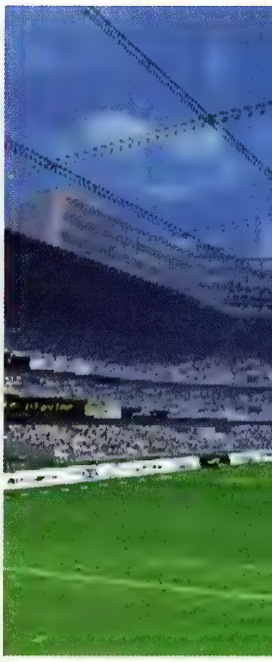
SOUND
+ Enthusiastic crowds and Barry Davies
- Odd thumps and Graeme Souness

LIFESPAN
+ Loads of tournaments, hidden secrets.
- Annoying gameplay.

OVERALL
It just doesn't feel like football – the occasional neat touch gets strangled by stodgy animation and bizarre ball movement. Shame.

56
STUTTERING

LITTLE MISS LEADING
Tellingly, there's no in-game shots on the back of the box. Just cut-scenes.



OUT UK NOW

INTERNATIONAL LEAGUE SOCCER

Not much cop at footie games? Four buttons make your brain swell and pop? Welcome to the hell of one-touch football.

REVIEWER: Duncan Baizley

Our Roy's never bust a gut to endear himself to anyone who isn't a United fan. He's done a fair bit to annoy his own, an' all. But this time, he's gone too far. Remember the episode of The Simpsons where Krusty inadvertently endorses a range of hand guns before rushing off to Wimbledon? Roy Keane's managed the football equivalent. And it stinks... mostly of cash.

Eon are quick to extol the virtues of *International League Soccer*'s 'unique' features: the Internet site for the World Ranking mode (which closes on 9th September), and the function that allows you to forego the necessity to remember what ◎ and △ do by allowing you to hand over the responsibility for *everything* to that plucky ⊗ button. It'll quite happily carry the weight of passing, shooting, through-balls, tackling and everything else bar suggesting a direction to run in and making your tea at half-time. You have to see this as a smart move, because anyone who enjoys their *ISS* or *FIFA* isn't going to come within a moon mile of this simplistic 'game'.

GRAPHIC VIOLENCE

The basic controls are reflected in the basic graphics. It looks incredibly trashy. Edges like bread knives, clipping and the clone-esque look of the players in-game contribute to the kind of visual malevolence last seen in A Clockwork

SPARE US THE CLUTTER: With everything on-screen there's barely enough room to see which direction the goal's in.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Taito
- **PUBLISHER** Eon
- **GAME TYPE** Football
- **PRICE** £39.99
- **ESSENTIALS** 1-4 Players, DualShock 2, Memory Card, MultiTap 2

DETAILS

- Exhibition, International Cup, Taito Cup, League and 'unique' World Ranking mode where you can register your score on an internet site.
- 36 International teams.
- Six stadiums.
- Real-time strategy function.
- Player Name Editor.

READY, STADIA, GO: Don't expect to be blown away by the level of detail in the six stadiums. It's very foggy, too.

Orange. There's been some effort to create busy backgrounds to the action, but nothing – flat crowds and awful lighting effects – helps to create even a sniff of atmosphere. And this is before we get to the hilarious commentary.

Sounding like the deranged descendants of 1930s' BBC radio announcers, two oddly disembodied voices ruminate on the lack of whistles, politely introduce the referee and his assistants at every opportunity and generally make polite mumblings about the state of the weather, wondering if you're having a nice time or not; or if that chap lying prone on the touchline is hurt badly. It's bizarre, to say the least.

PUT THE BOOT IN

It's when you get in to *International League Soccer* that you discover how mono-paced it is. The modes offer the usual options, and the World Ranking System – increasing your rookie U23 team's abilities by scoring points to raise their level – is briefly interesting. The problem is that it's just no fun to play. As a single-player game, it's simple and dull. Whack up the difficulty level and it just makes your side play like a Sunday pub team – missing passes and losing the ball to feeble tackles. Multi-player's not a great improvement, either. The poor graphics make it difficult to know where the ball is and, more often than not, the level of detail in the players is so low that it becomes tricky to work out who's on which side. Not good.

LEMONS IN LINE: It's pointless arguing about offside decisions – these playbacks prove the referee right every time. Typical.

It doesn't feel instinctive like *ISS* or have *FIFA*'s one-touch logic. There is an attempt to give you 'sweet-spots', but these are accompanied by ludicrous clouds of smoke and a not-very-convincing 'rocket' noise. It's the one time that *International League Soccer* actually holds its hands up and admits to being an extremely poor sub-arcade game, rather than something that would interest gaming or football fans.

NET GAIN

It'd be easy to batter on about how weak, insipid and badly conceived this is, but one of the most telling points is made by the game itself. As well as being slapped together with cheery endorsements from sportswear and fizzy drink manufacturers, it's Roy Keane's involvement that should warn you of how much of a shameless cash-in this is. He may be on the box with his sponsor's name flashed across his brick wall-like chest – heck, his signature's even there – but is he actually in the game? My arse is he. As with all the other real-world players, imposters are filling their boots in *ILS* – you'll find one 'R Keene', running the Republic of Ireland's midfield. If you want him in the team for real, you'll have to go to the Player Name Edit Option and spell his name properly yourself. Tedious. Forty quid well spent? Roy must be laughing all the way to the prawn sandwich shop.

The fact is that games like this make us sick. This kind of shameless endorsement will probably fool Keane's own fans into wasting money on something which neither delivers anything worthwhile *or* entertaining. It's sickening commercialism at its most abhorrent.

At the very least they could've stuck Keane in it, tidy the damn thing up a little and shipped it for half the price. It'd still be complete tat, but at least you wouldn't think that you'd been mugged after handing over so much money for something so appallingly made and ruthlessly marketed. We wouldn't recommend this at gunpoint. **PSM2**

CHANGING ROOMS

As well as being able to direct your team's attacking strategy on the field with ⓡ, you can reorganise your players before the start of the match and at half-time. As much as we tried, we couldn't tell if any of it made the slightest difference.

INSIGHT

This travesty of a game was released in Japan as *Greatest Striker*. The one reason to buy it – voice-activated control – has been mercilessly stripped out of the PAL version. So that's exactly zero reasons, then.

IMPACT POINT

After passing the ball around effortlessly for what feels like an eternity, you decide to sod it and run at the entire defence. Banging ⓒ sends your player into a jinking frenzy. One-nil. Oh, the joy.

NICE 'N' WHEEZY: Change the weather to 'snowing' and your players will all cough up icy breath. Luckily, the snow doesn't settle.

HOOFER'S CHOICE

1 **ISS**
It's nowhere near perfect, and does get a little frustrating at times. But it'll do until *Winning Eleven 5* goes PAL.

2 **FIFA 2001**
Mmm... a handsome game, but one for the more arcade-happy.

3 **INTERNATIONAL LEAGUE SOCCER**
Roy Keane's on the box, and he couldn't even be bothered to turn up for the game. Do. Not. Buy. This.

PS2 VERDICT

GAMEPLAY
+ Um... it's football?
- Like a ten-year-old arcade game

GRAPHICS
+ Er... flocks of seagulls?
- Unforgiveable.

SOUND
+ Um... unintentionally hilarious commentary?
- Bizarre at best. Plain embarrassing at worst.

LIFESPAN
+ Er... no, got us there.
- Mayflies would have more fulfulling lives

OVERALL
An ugly, unplayable excuse for a game that's been shamelessy repackaged and aimed at young fans. Shameful stuff.

CYNICAL **07**

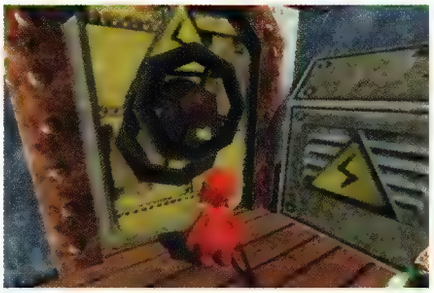
THE GIFT OF GAME
Charmless and simple, our hero never elevates this bland title.

INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Eko Software/Cryo
- **PUBLISHER** Acclaim
- **GAME TYPE** Platformer
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

DETAILS
- Eight different 3D worlds.
- Gift can fly, jump, swim, climb and leap his way through a stack of real-time puzzles.
- Switch between first and third-person perspective.

OUT UK now

GIFT



BRIGHT SPARK: Hmmm, this looks like it might cause a few problems. Danger areas are heavily signposted to avoid any shocks.

SHELLING OUT: Solving puzzles means the time-honoured method of dropping something on a switch so that the door remains open.

We love gifts. Except when they're brown socks. Or dodgy platformers wrapped up in ropey gimmicks...

REVIEWER: Scott Anthony

Cryo had high hopes for *Gift*. "It's less a game than a satire which ruthlessly exposes the banalities and clichés of your average action adventure for what they are," they claimed. And being French, and all mysterious like, we wondered if their pretentious nods to Baudrillard and Post-Modern theory really did have a better-than-evens chance of coming to anything. But sadly, they haven't. Indeed, as it turns out they've scuffed their effort as wide of the mark as your typical Sylvain Wiltord shot.

Which is a shame, because on paper it all sounds promising enough. The eponymous anti-hero, Gift (one of game designer Philippe Ulrich's more bizarre claims is that the central character, unlike Tintin, is 'definitely not a virgin'), is a fat, red, cocktail-slurping slob who's been sent to a generic game world that's supposedly beaten all the conventional heroes that've attempted to conquer it. More specifically his mission is to rescue the... er, busty Princess Globo by collecting seven ugly dwarfs who're named after the deadly sins. As you do.

However, while in theory it all sounds intriguingly subversive, in practice it breaks up into tiny Parisian pieces. Because, ironically, having set out to make a game that's 'really different' Cryo have actually just churned out another nondescript platformer with an instantly forgettable central character. Literally, you jump about a bit. You flick some switches. You perform your pesky little attack. There're puzzles that need to be solved using your staff – but as your staff is context sensitive you won't have to spend much time figuring them out. *Zelda* it ain't. And Gift is just so charmless. We'd go as far to say that he's the most anodyne game character since Gex. The character designers have literally just drawn a red blob and... well, that's it. He's just a red blob. With a dumb-ass name and yellow teeth.

SATIRED AND EMOTIONAL

While the cumulative effect of *Gift's* linear and workaday worlds, combined with bog-standard platforming-by-numbers gameplay, is unhappy enough, the much mooted 'satirical' bits are doubly disappointing. They turn out to be nothing more than slight graphical in-jokes. For instance, as you pass through yet another dull level you'll spy a Lara Croft outfit and wig hanging out to dry on a washing line. Oooohh, biting.

The jokes are just window dressing for gameplay that's as undemanding and uninspiring as your average Ubi Soft Disney licence, but it would be unfair to say *Gift* was that awful. In fact, it's mostly competent light-hearted stuff. All we're saying is that you should treat the *Gift* hype with a healthy dose of 'sel'. And if you really want to explore alternative non-mainstream game scenarios give this a miss and turn to Dogma 2001 (the videogame equivalent of Lars Von Triers filmic vow of chastity) guy, Ernest Adams, or the sketchy pencil drawn graphics of Lonnie Flickinger instead. **PSM2**

Say 'allo to Gift now. Although you might want to wait for something meatier instead

INSIGHT

Gift's designer, Philippe Ulrich, is the man famous for the revolutionary *Dune* on the PC. Think Coppola directing Robin Williams in Jack.

GERARD HOULLIER'S CHOICE

1 **MDK2**
A genuinely funny twist on the platform adventure nipples from Bioware that still suffers from platform shoe-sized glitches.

2 **GIFT**
Shockingly mediocre with added pretentiousness.

3 **DONALD DUCK QUACK ATTACK**
The lowest of the low, even for tots.

PSM2 VERDICT

GAMEPLAY
+ Vaguely *Tomb Raider*-esque jumping about and adventuring.
- There're lots of fiddly and frustrating leaps to make

GRAPHICS
+ Plain and functional.
- There's no glamour and absolutely no style.

SOUND
+ Plenty of cartoon-ish yelping...
- That quickly gets irritating

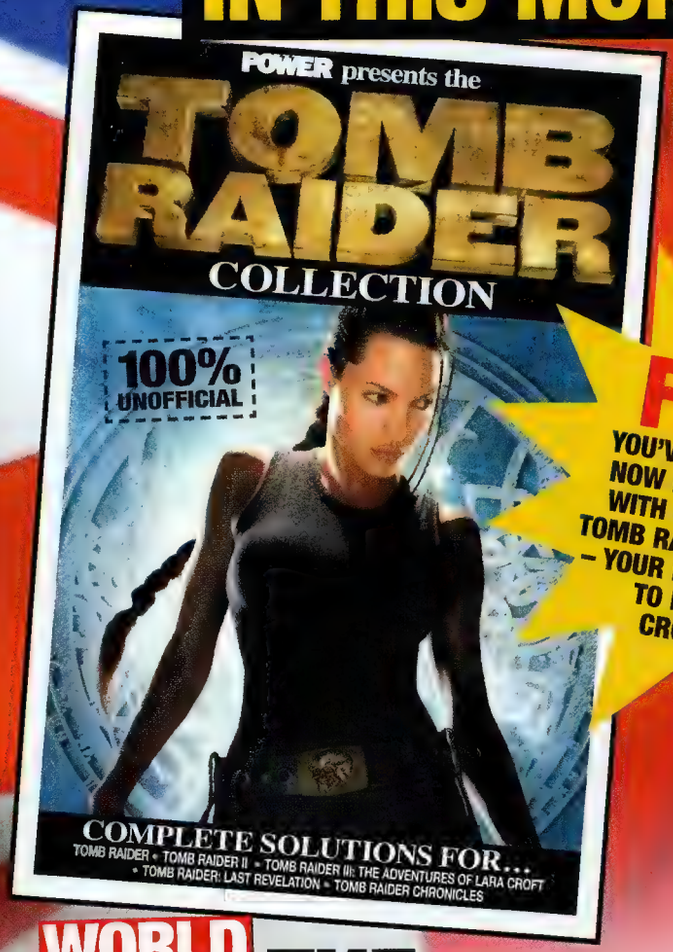
LIFESPAN
+ It's inoffensive enough to draw you in.
- But it's not the biggest game in the world

OVERALL
A missed opportunity. They said they wanted to kick moribund platformers up the arse and then settled for mediocre. Yawn.

51

TOKEN EFFORT

IN THIS MONTH'S POWER


POWER presents the
TOMB RAIDER
COLLECTION
100% UNOFFICIAL
COMPLETE SOLUTIONS FOR...
TOMB RAIDER • TOMB RAIDER II • TOMB RAIDER III: THE ADVENTURES OF LARA CROFT
• TOMB RAIDER: LAST REVELATION • TOMB RAIDER CHRONICLES

FREE!
YOU'VE SEEN THE FILM, NOW BUST THE GAMES WITH OUR INCREDIBLE TOMB RAIDER COLLECTION – YOUR ESSENTIAL GUIDE TO EVERY LARA CROFT GAME!

83 HOT PREVIEWS!

Marvel at the biggest games coming to PSone and PS2 this winter, including...

- WWF Smackdown! 3
- Final Fantasy X
- Twisted Metal Black
- Silent Scope 2
- Devil May Cry
- WipEout Fusion
- Jak & Daxter
- Syphon Filter 3
- Spider-Man 2
- Metal Gear Solid 2
- The Getaway
- Spyhunter

And stacks more!

WORLD EXCLUSIVE

THE ITALIAN JOB

We blow the bloody doors off!

ON SALE MONDAY 9 JULY

• Full terms and conditions inside POWER Magazine issue 68

OUT UK TBC JAPAN NOW

TOKYO BUS GUIDE

"Gorblimey, that's made my day, that 'as..." Blakey – strict? Yes. Seductive? No. A bit like this crazy beast, Japan's number one PlayStation 2 game. Is it really all it's cracked up to be? REVIEWER: Jonathan Bryant

INFO

- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** FortyFive
- **PUBLISHER** Success
- **GAME TYPE** Public transport sim
- **PRICE** ¥6,800
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card, PocketStation

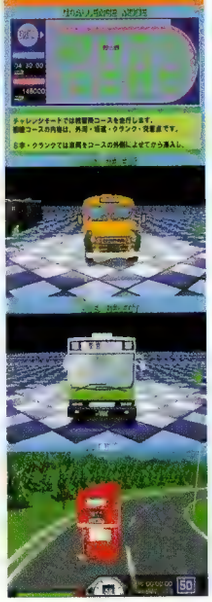
DETAILS

- Three modes of play covering a character-based Story mode, an open-ended Free Ride and the assault course Challenge mode.
- A realistic representation of Tokyo and its surrounding suburbs.
- Three buses to drive including your standard Tokyo coach, a yellow US school bus and a ring-a-ding-ding London double decker.
- Medal award system that allows you to open up all three routes at different times of day.

NAUGHTY BUT NIGHT: You get the chance to drive along each of the routes in daylight, dusk and the evil nightshift.

IMPACT POINT

Going out on the test track behind the wheel of a double decker has to be one of the high points of the game. Pity you only get about five seconds of tearing around like a nutter and trying to flip it before the game slaps your wrists. If this had been developed in the US, this wouldn't happen...



STEVEN SIGNAL: Forget to indicate whenever you change lanes and you instantly get docked eight points.

Ever seen the film The Big Bus – nuclear powered pleasure coach rattles across America. No? OK, imagine Speed. Now, instantly forget it. This game has absolutely nothing to do with breakneck freeway chases, wooden bomb-cops and a little Bullock.

Imagine instead, as the title suggests, you're a Tokyo bus driver with all the lane changing larks such a position of responsibility brings. Go over the speed limit too much, clip the kerb, a car or pedestrian and it's game over. Complete your allotted route on schedule, obeying all the relevant road signs, and you earn enough experience points to open up another, more difficult, section of the city. Thrilling stuff. But don't dismiss *Tokyo Bus Guide* as another example of Japanese coding at its oddest.

COACH CLASS

It's a bus 'sim' and, as such, you're forced to drive your people carrier as you would any other motorised vehicle on the road. Mirror, signal, manoeuvre and make sure you're in the right lane. Simple enough you'd think, but that's before you're forced to deal with the subtleties of your vehicle. After *GT3* and *Metal Gear Solid 2* this is the only title so far to *really* utilise the analogue features of the DualShock 2. Pull away from a bus stop too quickly and you'll be penalised for rattling your passengers. It's a case of a slow squeeze on your accelerator (R1) followed by a gentle increase in speed. Braking is equally tricky, with delicate dabs of L1 needed to bring you to rest with a satisfactory hiss of the air brakes. It's clunky stuff to get you head around but, once mastered, the game finally begins to draw you in.

The gameplay itself breaks down into four central modes; Story, Free Run, Guide Map and Challenge.

Story mode is the hub of the action, if you can call it that, where your journey around Tokyo triggers off events among your passengers. It's a sort of voyeuristic collect-em-up, pensioner *Pokémon*, which soon becomes completely lost in the absence of translation. Free Run, is misleading as it allows you to only drive the three routes on offer. Deviating from your designated course results in instant retirement. Hardly 'free' then. The Guide Map is exactly that, a map of Tokyo with all the major sites highlighted and linked to the Net via a web address.

And finally, the Challenge mode pans out as a tortuous route around a test track with the added bonus of being able to choose from the regular bus, US school bus and the London double decker.

There is a dark side to the seemingly placid world of bus driving however, and we don't mean request stop drivers who chose to ignore you in the rain. Graphically *TBG* is uninspiring to say the least. OK, so the bus and other vehicles around you are nicely realised, but this virtual land of the rising sun is a stroboscopic nightmare of pop-up. Look at Acclaim's *Crazy Taxi* and you'll find a beautifully realised world full of exploration. Which begs the question – what have FortyFive done with all the graphical processing power of your PlayStation 2?

CAN YOU TICKET? Red stops differ from green ones as this is where the majority of passenger 'events' take place.

"YOU'RE A TOKYO BUS DRIVER WITH ALL THE RESPONSIBILITY SUCH A POSITION BRINGS. GO OVER THE SPEED LIMIT TOO MUCH, CLIP THE KERB, A CAR OR A PEDESTRIAN AND IT'S GAME OVER"

There're a few other things that grate after a while, especially the sheer tedium of the routes – we found the best way to play the game was to eat a sandwich at the same time – and clip a barrier near the end of a route and you'll be shoved unceremoniously back to the start.

Without a UK translation to bring the Story mode to life, there's only so much that'll attract the dedicated driving sim fan. **PSM2**

No translation option, but the gameplay itself is easily understood. The only down side is the conversations of the passengers are impenetrable unless you're Kanji compatible.

INSIGHT

Sounding like a cross between King Missile and They Might Be Giants, the music from *TBG*'s available on CD and appears to have been created by this bunch of shockers...

POCKET POWER: There's even a downloadable highway code mini-game that's compatible with the PocketStation.

OLIVE'S CHOICE

1 **CRAZY TAXI**
The city driving sim that all the others will have to beat. Arcade barminess served in a mad dash bun.

2 **TOKYO BUS GUIDE**
With better graphics and more than just three routes, this could have been something.

3 **A-TRAIN 6**
Like *Guide* but even more on the rails. Still a definite market out there with the train spods.

PSM2 VERDICT

GAMEPLAY
+ Tricky at first, but immensely satisfying once mastered
- There's only so many right turns you can perform.

GRAPHICS
+ The vehicles are well presented and react smartly in traffic
- The landscape creeps in pixel-by-pixel at times

SOUND
+ The music sloshes into your ears and makes your brain happy
- Apart from the odd horn, all you can hear is your engine

LIFESPAN
+ Lasts long enough if you get into it.
- You might fall asleep at the wheel

OVERALL
Initially taxing, but falling short on long term appeal, this should receive awards for innovation but be ridiculed for its poor graphics.

66

SEDATE

DVD REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

ROCK AROUND THE CROC: Brendan Gleeson gets to use his big gun... and misses the target spectacularly.

FAST FACTS ABOUT DVD VIDEO

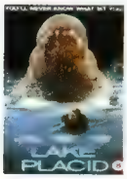
1 DVD stands for Digital Versatile Disc.
2 A DVD disc offers double the picture resolution of VHS – 500 line as opposed to 250 lines.
3 DVD delivers widescreen, so no more nasty panned and scanned film transfers.
4 DVD reproduces DTS and Dolby Digital surround sound at cinema sound quality.
5 DVD discs can't suffer a loss of quality from numerous viewings.
6 DVD players will also play CDs and Video-CDs.
7 DVD players in the UK play Region Two discs. US Imports are Region One. Annoyingly.

OUT UK JULY 23

LAKE PLACID

A stellar cast? In a posh B-movie? Still, who wouldn't want to remake *Jaws*. REVIEWER: Duncan Baizley

STARRING Bill Pullman, Bridget Fonda, Oliver Platt, Brendan Gleeson, Betty White
DIRECTOR Steve Miner
CERTIFICATE 15
PRICE £19.99



More often than not, those films that perch on a lofty hill of all-knowing smugness and post-modern, nudge-and-a-wink irony get what's coming to them. Nobody, especially film fans, likes a smartarse. So, it's always a pleasant surprise when a writer and director approach a project from such a dangerous angle, and, through a genuine love of what they're doing, get it absolutely spot-on.

Writer David E Kelley's best known for creating TV's *Ally McBeal*, which is why the holes between the action crackle with some of the most gleefully flippant dialogue ever heard in a modern shocker. Steve Miner, forgiven for *Halloween: H20*, has a similar fondness for the classic B-movie, and paces this compact feature with the subtle touch of a man who's seen more than his fair share of There's-Something-In-The-Water classics. *Lake Placid*'s also blessed with a second distinct advantage – the cast. Bridget Fonda (*A Simple Plan*, *Jackie Brown*) plays palaeontologist Kelly Scott, recently dumped by her boss and hastily dispatched to Maine where a tooth has been recovered from the half-eaten body of a diver. Allergic to timber and in mortal fear of mosquitoes, she teams up with the local sheriff – the brilliantly badgered Brendan Gleeson – and Bill Pullman's sardonically domestic Fish and Game Warden, Jack Wells.

The trio trade verbal blows, put-downs and bitterness with the fleet-footedness of seasoned welter-weights. Gleeson's sarcasm-loathing sheriff in particular finds himself buffeted from all sides, but almost falls over in the withering gale of one-liners that follow the arrival of eccentric Professor, Hector Cyr (Oliver Platt), into the hunt.

BITE SIZED

You can never kid yourself that there's anything innovative here, but you're constantly aware of the *freshness* of *Lake Placid*. Even some seriously derivative set-pieces, stolen from the first two *Jaws* episodes, fail to irritate because of the deft way in which they're handled – you *know* that it's a bad idea to land helicopters in water infested with huge predators, but it's fun to watch.

Effects genius Stan Winston creates a believable monster croc, and mixed with CGI that only stutters once, you have a formidable enemy to have to defeat with only a handful of deputies and some acidic quips.

It's this blend of slapstick, edgy dialogue and genuine jump-out-yer-seat terror that keeps everything ticking along at a rampant pace. Even ex-Golden Girl, Betty White, gets a sour-faced cameo as a croc-loving, foul-mouthed widow. Everyone honestly looks like they're having the time of their lives, which makes the paltry 78 minute running time disappear like a tethered cow down a crocodile's throat.

Smart, without being arsey, and busting with energy, *Lake Placid*'s effortless viewing. Only the deeply cynical will object. **PSM2**

INSIGHT

- David E Kelley appears to be the luckiest man in Hollywood. Not only is he married to Michelle Pfeiffer, but he got to serve as creative consultant on Doogie Howser, MD. How ace is that?.
- Ty Olsson turns up as a State Trooper in a blink-and-you'll-miss-it five minutes. He also contributed to the voices on the animated Mobile Suit Gundam Wing TV series.
- Brendan Gleeson only started acting at the grand old age of 34.

STEVE IRWIN'S CHOICE

1 **JAWS**
Despite the shark, Richard Dreyfuss still gets time to fire out the nervous gags.

2 **LAKE PLACID**
Despite the gags, Brendan Gleeson still gets time to fire at a giant crocodile.

2 **JAWS 2**
Despite everything, Roy Scheider still gets time to fire his agent.

PSM2 VERDICT

EXTRAS
Three TV spots: Survive, Hunted and Swim/Review Behind the scenes featurette – lots of stuff about the CGI effects and Stan Winston's 30-foot fibre-glass croc Cast biographies
We reckon it might have been a smart idea to include a documentary about crocodiles somewhere on the disc, considering it's such a short movie. Chuck the Irwin on, that's what we say! "Isn't she gorgeous..?!"

OVERALL
A perfect popcorn film – funny, smart and with enough thrills for even the most vociferous gore freak. Although it is *very* short.

80

SNAPPY

Kobal Collection/River Road Prods

OUT UK now

STRANGE DAYS

Bleak futurism, moral corruption and Ralph Fiennes as sleazy as you like.

REVIEWER: Duncan Baizley

STARRING ..... Ralph Fiennes, Juliette Lewis, Angela Bassett, Tom Sizemore
DIRECTOR ..... Kathryn Bigelow
CERTIFICATE 18
PRICE £17.99

Should we re-assess films? Doesn't it usually follow that what appears a pile of old arse first time around merely remains a pile of arse? Maybe, but then *Strange Days* – overlooked and dismissed on its original release in 1995 – still remains an impressive piece of darkly paranoid cinema.

Four years after her initial success with Patrick 'Don't call me Roadhouse' Swayze and Keanu 'Woah' Reeves in the surf 'n' turf testosterone-fuelled *Point Break*, director, Kathryn Bigelow, took up the helm on this James Cameron scripted futurist nightmare. The result is an impressively noirish thriller that doesn't so much as flow as ooze out of the screen.

FEINNES AND DANDY

With hindsight, setting a pre-millennium thriller in 1999 was a little short-sighted, but then Cameron's always appeared slightly obsessed with an apocalyptic future that grinds to a halt before 2000.

Feinnes plays Lenny Nero, an ex-rozzer who deals in the murky underworld market place selling discs of recorded memories and experiences. Balancing an air of seedy self-loathing and moral righteousness, Feinnes exudes the kind of greasy charmlessness that made Chandler's Phillip Marlowe such a classic anti-hero. Nero's well-meaning attempts to protect his ex-girlfriend, scum-rock singer Faith (Lewis), from her deeply-unpleasant boyfriend, make you wonder just who's saving who. Unfortunately, it's the fact that not one of these characters is even remotely likeable that mires the film in a cloying swamp of disgust, and things don't improve when Nero receives the recorded memory of the horrific rape and murder of a prostitute friend from the killer.

DAYS LIKE THESE

This core scene is disturbing. A virtual snuff movie that struggles to justify itself in the context of what is, essentially, a fairly straightforward thriller. But as a pivotal marker to the almost overwhelming darkness of the rest of the film, it works. Trust us, no-one's under any illusion that things are going to end with a song and dance number. Although you might wish that it did.

Strange Days has a lot to recommend itself with. It looks suitably gritty, with enough LA shine to make it bearable, and Bigelow keeps things moving with some brutal violence. But as the film grinds to its inevitable end, you're left wondering if the relentless misery means anything other than some cyber, post-punk self-indulgence. At times Feinnes and Lewis seem ready to collapse under the weight of it all.

A damning comment on the commodity of escapism and social oppression? Whatever it means it's still an intelligent, well-made thriller. **PSM2**

FIENNES AND DANDY: Ralph isn't having a good time - cheer up, mate!

INSIGHT

- *Strange Days* originally opened in cinemas during one of the lowest grossing periods of the '90s.
- Kathryn Bigelow was married to James Cameron for an unimpressive two years. They divorced in 1991, presumably she got the script in her settlement.
- She also directed New Order's Touched by The Hand of God promo.

ELEPHANT'S CHOICE

1 **BLADE RUNNER** The definitive futuristic thriller. False memories and stylish brutality.
2 **THE MATRIX** False memories and a bird on wire.
3 **STRANGE DAYS** Borrowed memories, and down-beat pessimism all-round.

PSM2 VERDICT

EXTRAS
Theatrical trailer Featurette
This release would've been an ideal opportunity for those behind the film to clarify their intentions. As it is, we get no commentary from either Bigelow or Cameron. A seriously missed opportunity.

OVERALL
Never a real pleasure, but even after the millennium's been and gone without incident *Strange Days* offers enough to reward even the morbidly curious..

70
MEMORABLE

CROUCHING TIGER HIDDEN DRAGON

OUT UK now

STARRING ..... Chow Yun-Fat, Michelle Yeoh, Ziyi Zang, Chen Chang
DIRECTOR ..... Ang Lee
CERTIFICATE 12
PRICE £19.99

The cinematic success story of last year filtered through from the arthouses to the multiplexes, and, eventually, to The Oscars™. It's not difficult to see why, either. Fantastic plotting and some gob-dislocating fight sequences – directed by Yuen Wo Ping of *The Matrix* notoriety – combine to create the kind of fantasy action adventure that Hollywood only ever embarrasses itself with.

Chow's solid enough as the warrior searching for his stolen sword, but the central performance goes to the blokes pulling the wires. Both magical and ridiculous, but well worth owning. **PSM2** **90**

HITCHCOCK COLLECTION

OUT UK now

STARRING ..... James Stewart, Doris Day, Grace Kelly, Edmund Gwenn, Priscilla Lane, Joseph Cotton
DIRECTOR ..... Alfred Hitchcock
CERTIFICATE ..... PG
PRICE £99.99

Blowing hard behind recent rereleases of *Strangers On A Train* and *North By Northwest* comes this boxset that showcases some of Hitchcock's best, and esoteric, work. *The Trouble With Harry*, *The Man Who Knew Too Much*, *Rope*, *Saboteur*, *Shadow of Doubt* and the brilliant *Rear Window* are featured, along with Making Of... documentaries, photo galleries, trailers and a bonus disc of *Psycho*. It's a lot of cash to blow out, but for some of the most gripping and well-crafted thrillers of all time you couldn't possibly do better anywhere else. Hugely recommended. **PSM2** **93**

ALSO RELEASED

GONE IN 60 SECONDS
Released Out now **Cert** 15 **Price** £19.99
Jerry Bruckheimer brings some Jolie glamour, Cage cool and... er, Jones brawn to this ludicrous, loud and unconvincing mess of a car heist film. **PSM2** **20**

HIGH FIDELITY
Released Out now **Cert** 15 **Price** £19.99
The mercurial John Cusack transposes Nick Hornby's 30-something list-fest to Chicago with fair success. Jack Black's as good as the soundtrack. **PSM2** **74**

COMMANDO
Released Out now **Cert** 18 **Price** £17.99
Still dishing out the wooden witticisms, as well as the swathes of death, Arnie's ultra-violent action thriller has him rescuing his kidnapped daughter. **PSM2** **60**

ALL OF ME
Released Out now **Cert** 15 **Price** £19.99
Steve Martin gets on a roll as he struggles with sharing his body with female client Lily Tomlin. One of Martin's superior performances. **PSM2** **77**

SHADOW OF THE VAMPIRE
Released Out now **Cert** 15 **Price** £19.99
Based on FW Murnau's vampire classic, *Nosferatu*, John Malkovich and William Defoe ham it up as the crazed director and evil leading man **PSM2** **74**

THE MAGNIFICENT SEVEN
Released Out now **Cert** PG **Price** £19.99
A classic western reissued with an entirely new documentary. McQueen, Brynner and Coburn are among the gunmen saving a Mexican village. **PSM2** **86**

COMING SOON

BATTLEFIELD EARTH
6 April
£19.99

STAR TREK 4: THE VOYAGE HOME
6 August
£19.99

HANNIBAL
20 August
£19.99

Kobal Collection/Stanley Kramer/United Artists ■ Kobal Collection/Tri- Star

SIREN-CESTER: The cityscapes will be familiar to anyone who's screeched through *Driver*.

OUT UK NOW

WORLD'S SCARIEST POLICE CHASES

Uh-huh. It's the game of TV's World's Scariest Police Chases. On this evidence though, there's not much to be frightened of...

REVIEWER: Scott Anthony

DEVELOPER ..... UDS
PUBLISHER ..... Activision
PLAYERS 1-2
PRICE £29.99
ESSENTIALS ..... DualShock, Memory Card

It's fair to say that when the *World's Scariest Police Chases* first arrived in the office a fair few suspicious glances were cast in its direction. Could Activision's new racer really, in a Ronseal-stylee, do exactly what it said on the tin? After sparking it up we began to relax a little – beneath the weak licence there seemed to be the faint glimmer of gold.

So how does it work? Well, after you've worked your way through police training school and navigated the portentous docu-soap cut-scenes, you'll start the game proper. The missions on offer never really amount to much more then apprehending criminals by, um... ramming them of the road and shooting them, with the excellent two-player mode employing your mate to shoot while you drive.

Furthermore, though visually 'indebted' to *Driver*, the more you play *WSPC*, the more you realise that if the gameplay ape's anything, it's forgotten arcade cabinets like the classic *Chase HQ* rather than any of its console peers.

Bearing *WSPC*'s arcade roots in mind, it's not surprising that it's such a delight to play. The controls are familiar and the car responsive, with some lovely incidental touches – the way your cop leans out the window to stick the siren on the roof of your unmarked police car, for example. And these details ensure that when you're playing *WSPC*, classic cop shows like Hill St Blues are never far from your mind.

Not that *WSPC* is perfect by any means. The computer AI is particularly disappointing. When a police car in real life turns his siren on, civilians do their best to get out of the way. Here, though, they start swerving towards you. Equally, the felons always seem to drive to exactly the same pattern, meaning that once you've learnt what they're going to do, the challenge is over. Often it seems the game is playing itself, not really responding to what you're doing. Which is disappointing.

Let's not nitpick, though. *WSPC* may be unchallenging, generic stuff, but it's bloody good fun. And like a good B-movie or a beach novel sometimes that's more than enough. PSM2

PURSUIT'S YOU: Floor your blue and white and nail the fugitive. Unsophisticated arcade action, but a lot of fun nonetheless.

INSIGHT

Fox's The World's Scariest Police Chases show doesn't just feature hi-speed crims. In possibly the most bizarre episode of the series a 'gentlemen thief' stole a Bentley and then attempted to make his getaway at a leisurely 30mph.

OFFICER DIBBLE'S CHOICE

1 **DRIVER**
Reflections' classic hoodlum racer has more legs than Anna Kournikova.

2 **WORLD'S SCARIEST POLICE CHASES**
Familiar and slightly nostalgic, *WSPC* will leave you grinning like a maniac.

3 **DESTRUCTION DERBY RAW**
Chaos, carnage – our work is done here. *DDR* is the pinnacle of everybody's favourite smash 'em up series.

PSM2 VERDICT

GAMEPLAY
+ Top arcade driving/blasting action. Excellent two-player mode.
- Nil points for originality. PSone AI is looking increasingly antiquated.

GRAPHICS
+ Competent and speedy.
- Far from spectacular. More workmanlike than Bob the Builder.

SOUND
+ Some ridiculously amusing sampled speech...
- ...that quickly gets repetitive.

LIFESPAN
+ It's tough enough to pose a challenge to gamers of all abilities.
- An arcade racer at heart, so by nature it's a little thin.

OVERALL
Far more enjoyable than the sum of its derivative parts, *WSPC* is this summer's sleeper hit. It'll bring a smile to your face.

77

A FAIR COP

OUT UK NOW

EVIL DEAD: HAIL TO THE KING

No matter how much you admire Sam Raimi's cult horror films, you really don't want to possess this miserable freak show.

REVIEWER: Scott Owen

DEVELOPER Heavy Iron Studios
PUBLISHER THQ
PLAYERS 1
PRICE £29.99
ESSENTIALS DualShock, Memory Card

And now for something truly evil. *Hail to the King* is, quite possibly, the worst game on PSone. With so many dire *Army Men* titles out there, to even be in with a shout of that award is an achievement in itself. This overly-hyped game of the cult film, if you were wondering, masquerades as a survival horror title. Trouble is, it only manages to be horrible.

A SPECTRE CALLS: Dull, simplistic and a classic example of poor design and lazy execution. Hmmm... execution. Now, there's an idea...

There's literally nothing to it. You walk a few steps and an undead apparition pops up in front of you. Hack the ghastly ghoul to death and, before you can put one foot in front of the other, another similarly spooky apparition will appear. You deal with him and, before you can say 'for the love of Casper', yet *another* spirit materialises from nowhere... we could go on like this for a while.

BOWELS OF HELL

So where exactly is the game here? Nowhere, that's where. Because when you've cut through countless nasties, you'll walk into a room/clearing and have to locate a scroll... ooh, original. That's when the 'exploring' segment starts, and it's brain-taxing stuff. Because the scrolls have been 'hidden' in really cunning places – such as face up on a dining table. And just in case you're monumentally slow, they sparkle a retina-threatening white. Having said that, spotting the damn things is easy enough, but picking them up is another matter because both the collision detection and control system are bloody awful.

Voice acting and the odd cut-scene apart, it's hard to think of even the smallest piece of encouragement to throw in the way of novice developers Heavy Iron Studios. Other than go look at *Resi Evil* – and look *hard*. Our advice to you, our reader, though, is to avoid this like the biting end of a whirring chainsaw. If you like Evil Dead films, use the money to go and buy the videos. If you want a new survival horror game save up for *Code: Veronica* on PS2. PSM2

BIN FULL OF ASH: *Hail to the King* is bereft of any excitement or challenge - even when you're free to roam the environments without hassle.

INSIGHT

How did low budget film guru Sam Raimi produce the celebrated exploding green guts of his original comedy horror film? Amazingly enough, the effects were achieved by dying creamed corn green. Yum.

FAKE SHEMP'S CHOICE

1 **RESIDENT EVIL 3: NEMESIS**
The third of Capcom's series on the PSone is arguably the most complete experience.

2 **SILENT HILL**
Konami's more unusual, offbeat twist of the *RE* formula.

3 **EVIL DEAD: HAIL TO THE KING**
A Survival Horror of Sunday pub side quality. Painful rubbish trying, cynically mind, to fleece Raimi's devoted fans.

PSM2 VERDICT

GAMEPLAY
+ It's survival horror by numbers.
- Not just horribly derivative but plain incompetent.

GRAPHICS
+ Cinematic, with actual film locations quite well rendered.
- The action's often cramped into a tiny portion of the screen.

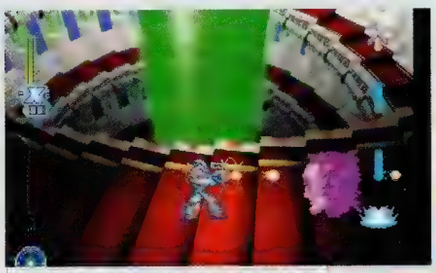
SOUND
+ Bruce Campbell (Ash in the film) at least does the speech.
- Standard effects that you'll have heard before.

LIFESPAN
+ It's fairly tricky, as there's a seemingly endless stream of baddies.
- Tedious enough for you to never bother finishing it.

OVERALL
A zombified corruption of a million better games. The camera angles, fighting sequences and puzzles will annoy and frustrate. Run now...

08

SHEER HELL



MEGAMAN X5

OUT UK NOW

DEVELOPER Capcom
PUBLISHER Capcom
PLAYERS 1
PRICE £19.99

Another month, another deluge of puerile 'n' patronising licensed dross and will-this-do? old-fashioned tat hits the PSone. Are developers starting to give up, or what? *Megaman X5* is the fourth instalment of Capcom's classic 2D side-scrolling platforming/shooting romp, and it's arguably the most dispiriting of the lot.

It looks like something that would've invited derision in the early '90s on a 16-bit system and, incredibly, the gameplay hasn't evolved a jot. Indeed, every generic cliché you could think of – from the end-of-level baddy, to the puzzle that bring you unavoidable death – is here. Granted, *MMX5* is wearyingly competent in places but overall, the complete dearth of ideas and ambition on display make it a lamentably poor release. **33** PSM2

BREATH OF FIRE 4

OUT UK NOW

DEVELOPER Capcom
PUBLISHER Capcom
PLAYERS 1
PRICE £29.99

This is the fourth instalment of Capcom's RPG sword and sorcery series and, as usual, the blue haired warrior, Ryu, is the star – a warrior who can change between human and dragon forms depending on size of the thing that needs spanking.

The gameplay is standard RPG fare. It's all a matter of picking a party and then developing them through battles and ingenious mini-games – the *Sim City*-esque fairy colony management is probably the most endearing – until you've rescued the beautiful princess and saved the world from evil and tyranny etc.

It's well crafted, but lacks depth and fails to inspire in the way that *Vagrant's Story* did. Still, *Breath of Fire 4* manages to be the best in the series yet. **70** PSM2

ALSO RELEASED

NICKTOONS RACING

Publisher Infogrames **Developer** Hasbro Games
Price £29.99

Just what we need – another attempt for the industry to copy the much-admired *Mario Kart*. And joy of joys it even features a Rugbrat, Stimpy and some other assorted cartoon freaks as well... Lack of originality aside though, Nicktoons is an engaging enough, if ultimately underwhelming, racer. Neither wacky or fast enough to push the Muppets or Crash's karting efforts aside, but you could, inevitably, do worse... **50** PSM2

WHO WANTS TO BE A MILLIONAIRE: JUNIOR

Publisher Eidos **Developer** Hothouse
Price £29.99

So here we have it. The inevitable follow up to the UK's biggest selling videogame... To be honest, despite the avalanche of hype and breakfast cereal promotions, it's not that different from its predecessor. Which means that *Millionaire's* still fun in short bursts and there're still too few questions. But for all these faults, it's as difficult to dislike as its big brother and, hey, it'll be good for Eidos' hefty overdraft too... **53** PSM2

BATMAN GOTHAM CITY RACER

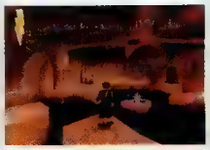
Publisher Ubi Soft **Developer** Sinister Games
Price £29.99

You've just joined us in time for the bog-standard racer segment of our show. All the usual suspects are here. There's a tatty old licence, some neat but sloppily implemented ideas and, yes, some unbelievably shoddy programming. We haven't seen a specimen like this since, oooh, *007 Racing*... **36** PSM2

COMING SOON

SPIDER-MAN: ENTER ELECTRO
The Web swinger returns in this PSone-only sequel.

MADDEN NFL 2001
The oldest game licence of all time just keeps on going.



HARRY POTTER AND THE SORCERER'S STONE
Magic, mystery, and things that go hype in the night. Worship the witch-boy!

NEW ISSUE ON SALE NOW!

Mountain Biking UK

ALL OUT BIKING!

Topless tandem rambler slalom – don't miss it!

PLUS!
FREE MBUK ALLEN KEY

PSM2 CHARTS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

CHARTS FOR MONTH ENDING 22ND JUNE

OH, YOU GUYS...

Every month, we sift through the heaving pile of your letters to find out what you, the readers, are getting all excited about. Some of you send your own personal top tens, others just fire off missives full of frothing excitement and seething bile. We take them all into account.

Send your top 10s to:
PSM2 Magazine
Future Publishing Ltd.
30 Monmouth Street
Bath
BA1 2BW

PS2 TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME	Publisher	Developer
1	NEW ENTRY!			Extermination	Sony	Deep Space
2	NEW ENTRY!			Formula One 2001	Sony	Studio Liverpool
3	NEW ENTRY!			Crazy Taxi	Acclaim	Acclaim
4	NEW ENTRY!			Rugby	EA	EA
5	NEW ENTRY!			Ring Of Red	Konami	KCE Studios
6	NEW ENTRY!			Le Mans 24 Hours	Infogrames	Melbourne House
7	NEW ENTRY!			MTV Music Generator 2	Codemasters	Jester Interactive
8	5	7	2	SSX	EA	EA Canada
9	3	3	3	Tiger Woods PGA Tour 2001	EA	EA
10	8	8	2	FIFA 2001	EA	EA

US TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	1	3	1	Onimusha
2	8	3	2	The Bouncer
3	2	3	2	Zone of the Enders
4	5	2	4	Triple Play Baseball
5	3	8	1	Madden NFL 2001
6	4	5	4	ATV Offroad Fury
7	9	4	1	Star Wars: Starfighter
8	6	3	6	Tiger Woods PGA Tour 2001
9	NEW ENTRY!			NBA Live 2001
10	10	3	10	All-Star Baseball 2002

DVD TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	DVD NAME
1	NEW ENTRY!			Crouching Tiger, Hidden Dragon
2	NEW ENTRY!			Gone In 60 Seconds
3	NEW ENTRY!			Predator 1/2 Boxset
4	NEW ENTRY!			Me, Myself and Irene
5	NEW ENTRY!			Art of War
6	NEW ENTRY!			Road Trip
7	1	2	1	Charlie's Angels
8	NEW ENTRY!			The 6th Day
9	NEW ENTRY!			2001: A Space Odyssey
10	NEW ENTRY!			Pitch Black

JAPANESE TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	1	2	1	Gran Turismo 3: A-spec
2	NEW ENTRY!			Maken Shao
3	2	4	1	Winning Eleven 5
4	NEW ENTRY!			Simple 2000: The Table Games
5	5	3	5	Biohazard Code: Veronica Complete
6	4	3	1	Armored Core: Another Age
7	6	3	2	Kessen 2
8	3	2	3	Tokyo Bus Guide: You're the Driver Today
9	7	2	7	Klonoa 2: Lunatea's Veil
10	8	3	8	Monster Farm

PSONE TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	2	2	1	Alone in the Dark: The New Nightmare
2	1	3	1	Simpsons Wrestling
3	NEW ENTRY!			Formula One 2001
4	NEW ENTRY!			Matt Hoffman's BMX
5	3	3	2	ISS Pro Evolution 2
6	9	3	5	Driver 2
7	NEW ENTRY!			Who Wants To Be A Millionaire
8	4	4	1	LMA Manager 2001
9	7	7	1	WWF Smackdown 2
10	10	5	3	Tony Hawk's Pro Skater 2

READER TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	1	2	1	Formula One 2001
2	2	4	2	Star Wars: Starfighter
3	NEW ENTRY!			Red Faction
4	4	3	1	Quake 3 Revolution
5	NEW ENTRY!			Fur Fighters
6	5	2	5	Sky Odyssey
7	8	8	2	TimeSplitters
8	NEW ENTRY!			Crazy Taxi
9	NEW ENTRY!			EA Rugby
10	10	3	9	Winning Eleven 5

T3

TOMORROW'S TECHNOLOGY TODAY

Made in Japan

This month's T3 is packed with hot tech from the Land of the Rising Sun including:

- Sony's robot man in close-up
- Nintendo GameCube latest
- Mad gadgets galore

PLUS: Sony VAIO vs Apple iBook, Portable DVD players round-up And a speedy Web-surfing phone

Get THREE trial issues of T3 delivered FREE for just £6.95!

To order call 0870 444 8676 and quote order code T3HA01. UK only.

Issue 61 on sale Thursday 14th June

NEW & IMPROVED

HOW IT WORKS...

Absolute PS2 is a run-down of all the available UK PAL games PSM2 have put through the wringer. We've also included some choice, or interesting, NTSC import titles that might appeal to diehard gamers with import machines. We only stock the best games here...

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er... cheque.

ACTION-ADVENTURE

7 BLADES
Publisher> Konami
Version> PAL **Issue**> #11 **72**
An inventive, action-lead game that'll delight fans of Hong Kong cinema and keep the rest of us amused.

CODE: VERONICA COMPLETE
Publisher> Capcom
Version> NTSC **Issue**> #09 **80**
Resident Evil Code: Veronica X, as it'll be known in the UK, will also carry the bonus *Devil May Cry* demo that made the Japanese version so tempting. Scary stuff.

EXTERMINATION
Publisher> Sony
Version> NTSC **Issue**> #09 **78**
Despite a shallow, unoriginal story and fairly brief life expectancy, this still boasts a skilful blend of action, gunplay and blind panic.

MDK2 ARMAGEDDON
Publisher> Interplay
Version> PAL **Issue**> #09 **76**
A game that attempts to bring humour to videogames. Some inventive ideas ultimately let down by basic design flaws.

ONI
Publisher> Take 2
Version> PAL **Issue**> #06 **62**
Some of the best hi-tech combat around gets hopelessly lost in dull environments, expansive warehouses and more crates than anyone could possibly need. Lifeless.

ONIMUSHA
Publisher> Capcom
Version> NTSC **Issue**> #06 **80**
BEST ACTION TITLE Staple survival horror gaming, with the emphasis on carnage not tension. The fusion of story and electric swordplay could make the UK PAL version essential.

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue**> #08 **68**
Not *MGS2*, but still a compelling title with enough plot twists to keep the one-more-go factor at a premium.

WARRIORS OF MIGHT & MAGIC
Publisher> 3DO
Version> PAL **Issue**> #09 **24**
A stinker. Bad level design and woefully inadequate visuals are only the start of *Warriors*' many problems.

X SQUAD
Publisher> EA
Version> PAL **Issue**> #06 **59**
Despite the occasional moment, this is very average Uninspiring graphics and poor puzzles don't help, either

ACTION-STRATEGY

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue**> #04 **78**
Fast-paced action with excellent game structure. Slightly hampered by some shocking fogging at times

ARCADE

CRAZY TAXI
Publisher> Acclaim
Version> PAL **Issue**> #10 **80**
Undeniably an incredibly addictive arcade hoot, but, like all coin-op conversions, the fun is definitely short-term

GAUNTLET
Publisher> Midway
Version> NTSC **Issue**> #10 **32**
As always, it's best to get your friends round to hack the most from the new *Gauntlet*, but you'll all suffer together.

GRADIUS 3 & 4
Publisher> Konami
Version> PAL **Issue**> #0 **29**
A bog-standard, but arcade-perfect conversion of a dull, ageing shoot-em-up. Strictly old-skool.

SILPHEED
Publisher> Working Design
Version> PAL **Issue**> #03 **51**
A firework of a 3D scrolling blast-em-up that burns bright to the bitter, but quickly finished, end.

BEAT-EM-UP

BLOODY ROAR 3
Publisher> Virgin Interactive
Version> PAL **Issue**> #11 **79**
The beat-em-up equivalent of Mission: Impossible 2 – not much depth, but lots of explosions, acrobatics and fun

THE BOUNCER
Publisher> SCEE
Version> PAL **Issue**> #11 **66**
A passable evening's rented entertainment, or a last resort for a dull weekend. Please don't blow 40 quid on this

> SHELF LIFE: THE FIVE PAL GAMES YOU SHOULD OWN

However you scrape up the cash to fill your PS2 with the best of the game avalanche, make sure the first thing you do each issue is check out PSM2's essential shelf. These are the five beauties that'll keep you up all night and bring tears of joy to your bloodshot eyes...

01 > SSX
If you can only afford one title for your PS2, you shouldn't be too upset if this is it. It's an absolute cracker.

02 > TIMESPLITTERS
The second reason to own a MultiTap 2 at the moment – big, dumb, clever and funny. Still the reigning FPS multi-player. Ace.

03 > RED FACTION
The immersive storyline probably does more for us than the limited Geo-mod feature, but this is still a gripping FPS. It's hard, mind.

04 > TEKKEN TAG TOURNAMENT
The King of Iron Fist comes back with some neat moves that'll leave you bruised and happy.

05 > MTV MUSIC GENERATOR 2
Cubase on your PS2. Well, nearly. Infinite possibilities even for those who consider themselves tone-deaf.

MORE REVIEWS OVER THE PAGE...

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue**> #05 **83**
Instantly beguiling with free-flowing action. But comic book bosoms are no substitute for solid two-player scraps.

KENGO
Publisher> Ubi Soft
Version> PAL **Issue**> #09 **60**
A few tweaks to the controls and this could have been something a bit special, instead of being simply uninspiring.

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue**> #05 **79**
A worthwhile update of an elderly series, but a superior tagging system keeps it in the running

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #04 **87**
BEST BEAT-EM-UP Like it or not, *Tekken* remains the genre-defining master of all things violent

BEMANI

DANCE SUMMIT 2001
Publisher> Enix
Version> NTSC **Issue**> #06 **60**
Lots of funny, engaging and genuinely impressive moments, but nothing to keep you coming back

JUNGLE BOOK GROOVE PARTY
Publisher> Ubi Soft
Version> PAL **Issue**> #10 **50**
Does its thing reasonably well on most counts, except the groove. Tiny Disney fans will enjoy it, however briefly.

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue**> #08 **40**
There's a nod to quality in the depth of options and courses but, ultimately, it's an essentially dull SUV racer.

ATV OFFROAD FURY
Publisher> Sony
Version> NTSC **Issue**> #09 **70**
Certain to please Offroad purists – but how many of them do you know? It's a pity SCEA cou dn't have compromised on the realism

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> PAL **Issue**> #01 **57**
Pretty in a Vaseline lens kind of way, but the over-realistic handling makes it damn-near unplayable

FORMULA ONE 2001
Publisher> Sony
Version> PAL **Issue**> #09 **84**
A definitive purchase for F1 die-hards, and a reward ng challenge for any console race fan willing to rise to it

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue**> #05 **47**
Ultimately a poor quality title – and worse, a PSone game on PS2. Next time: less development speed, more quality.

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL Issue> #07 **66**
If you want an involved four-wheeled racer, this is fine – just don't expect too much of it

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue**> #03 **72**
Illegal city street-racer. Some nice touches of detail sadly compromised by reality-check graphics

GRAN TURISMO 3
Publisher> Sony
Version> NTSC **Issue**> #10 **93**
BEST RACING TITLE *GT3* is a near-perfect game – which astounds and challenges in equal measure despite the overly-familiar gameplay. A virtual work of art.

MOTO GP
Publisher> Namco
Version> PAL **Issue**> #06 **80**
Motorbike racing experience with convincing handling and gorgeous details. But it's more demanding than most.

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue**> #04 **56**
The first mini-racer on PS2 does just enough to keep you pressing ⊗ 'til your knuckles pop. But it ain't an essential

HEAD 2 HEAD

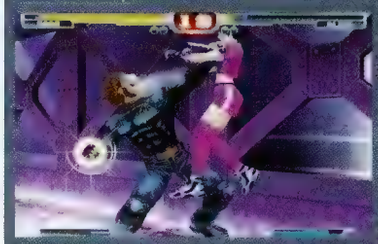
BEAT-EM-UP

BLOODY ROAR 3

Publisher> Virgin Interactive
Version> PAL
Issue> #11

PSM2 VERDICT 79

PRESENTATION:
Bright colours, big explosions and, by crikey, the ability to turn into a drooling man-beast all feature heavily in *BR3*'s appeal. As does the fact that you can smash the walls and floor up.



GAMEPLAY:
It's immediately and hugely playable, but *BR3* simply can't match the depth of a series that started more than ten years ago. The new Super Beast Drive is a welcome addition, but button-hammering'll usually see you right – not always a good thing.

MULTI-PLAYER:
There's a fair bit of fun to be had with some mates – most of it involving hooting as the mole-thing jumps on the bat-lady's head. For a quick pre-pub sesh, it's ideal – for heated grudge-settling, it's slightly less so.

LIFESPAN:
Mastering any given character won't take long – but they're a likeable bunch, and you'll certainly play through a few times to see everything the game's got to offer. Unfortunately, the combo system's too simplistic to encourage genuine dedication.

STREET FIGHTER EX3

Publisher> Capcom
Version> PAL
Issue> #11

PSM2 VERDICT 79

PRESENTATION:
Insanely pyrotechnic Meteor Combos and Critical Parades don't quite make up for what was generally considered an ugly game even at the Japanese launch. And the backgrounds are terrible.

GAMEPLAY:
Well, it's *Street Fighter*, isn't it? Notwithstanding a few tweaks, some of which work (like the Super Combos) and some of which don't (the new throwing system), it's one of the most finely-honed fighting games ever. Supoib.

MULTI-PLAYER:
With three mates and a MultiTap 2, *SFEX3* tends to degenerate into a moderately entertaining free-for-all – everyone can fight at once, if they're so inclined. With two hardened Ryu/Ken veterans, though, it's simply one of the most competitive games ever.

LIFESPAN:
Mastering the *SF* system isn't as crucial to leading a fulfilling life as it once was, but there's no denying that learning to nail that 30-hit Shoryuu-Reppa combo will take hours off your life. Only the general awfulness of all the Arika-designed characters let *SFEX3* down.

THE KING OF FIGHTERS

For instant gratification, it's hard to beat *Bloody Roar 3* – it's a great, meaty chunk of OTT violence and cool characters. There's no denying that a plethora of sequels has damaged the *Street Fighter* legend, too – if you've already got *SFEX2* or *Alpha 3* on the PSone, you might think twice about picking up *SFEX3*. Still, whatever doubters might say, the tagging system's the best-conceived on PS2 – beating off *Tekken* and *DOA2*. For the true beat-em-up connoisseur, there's only one real choice between these two...

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue**> #01 **72**
Fast, undeniably attractive and always fun to play – but it's not the next-gen revolution everyone had prayed for

RUMBLE RACING
Publisher> EA
Version> PAL **Issue**> #10 **76**
Arcade-style knockabout racing at its idiotic best. Undoubted fun, but for how long?

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue**> #03 **75**
Technically jaw-dislocating, but there's not enough one-player depth to turn infatuation into ever-lasting love.

STAR WARS: SUPER BOMBAD RACING
Publisher> Activision
Version> PAL **Issue**> #11 **45**
There's little doubt that merely being sweet in the world of videogaming gets you nowhere. A seriously flawed karter.

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue**> #04 **62**
Like an attractive 3D *Pac-Man*, only in small cars and without the ghosts. Yep, exactly as inane as that sounds.

WACKY RACES
Publisher> Infogrames
Version> PAL **Issue**> #11 **63**
Perfectly solid, looks nice, but thoroughly uninspiring racer let down by some really annoying flaws..

WILD WILD RACING
Publisher> Rage
Version> PAL **Issue**> #03 **71**
Frustrating controls and some dead-stop scenery collisions make this an exasperating ride.

FIRST-PERSON SHOOTER

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08 **85**
The cream of first-person shooters converts flawlessly to PS2, bridging the gap where *Unreal* ends and *TimeSplitters* begins.

RED FACTION
Publisher> THQ
Version> PAL **Issue**> #11 **88**
BEST FPS TITLE A brave attempt at innovation ends in an entertaining action adventure, though the sticking points prevent this from becoming a classic.

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04 **86**
An enjoyable blast Great multi-player and some incredibly hard challenges make this a must buy

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL **Issue**> #07 **82**
Excellent single-player mode. It's just a shame that it fails so badly in multi-player.

FLIGHT SIM

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08 **79**
A rarity on PS2 – a game almost entirely free of action Hugely addictive with a real sensation of flight. Very chilled.

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06 **54**
Construction paradise as long as you've got the patience to stick with the awkward controls, tiny arenas and spiteful difficulty. At the end of the day, we, like you, just haven't .

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06 **70**
One of the few mech titles to actually make you realise you're actually playing a next-gen console. Big respect from us for that – but it's certainly not flawless.

RING OF RED
Publisher> Konami
Version> PAL **Issue**> #10 **74**
Lush battles, loads of strategy – like chess but with huge robots. If you're excited by the idea of turn-based scraps then you'll adore this.

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue>** #08 **46**
A derivative title that packs enough tactical thought to amuse, but it's still very average

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue>** #07 **84**
BEST MECH TITLE Possibly too shallow for strategy fanatics. The emphasis is on fun, high-intensity battling – which *Z.O.E.* delivers in spades until its premature conclusion.

PLATFORMER

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue>** #05 **35**
A case of a lame game launching on the back of a successful film. Very poor.

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue>** #06 **29**
Lacking in invention and challenge. Worse still, it's stunningly basic and enormously dull... even for kids.

KLONOA 2
Publisher> Namco
Version> NTSC **Issue>** #10 **73**
Visually beautiful with well machined gameplay, but it's essentially a 2D platformer that doesn't break the mould.

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue>** #05 **68**
The characters are for kids, the gameplay's for adults. *Rayman* is only *almost* great for either set of gamers.

PUZZLE

AQUAAQUA
Publisher> SCI
Version> PAL **Issue>** #04 **71**
A solid, if slightly small, puzzler with a host of cutesy features that's worth a second look.

FANTAVISION
Publisher> SCEE
Version> PAL **Issue>** #01 **85**
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun – enough to stand up and be counted with *Tetris*.

KURI KURI MIX
Publisher> Empire Interactive
Version> PAL **Issue>** #10 **78**
Frustrating, but painfully addictive. Proves that puzzle games don't have to involve slotting blocks together.

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue>** #04 **78**
Addictive and easy to get into – but ultimately little more than a PS2 buffing of the classic game.

RPG

DARK CLOUD
Publisher> Sony
Version> NTSC **Issue>** #11 **81**
Derivative in places, but still manages to mould the tired RPG genre into something refreshing, engaging and – above all – fun. Endearing.

ETERNAL RING
Publisher> Agetec
Version> NTSC **Issue>** #02 **35**
A routine, uninspired RPG that will remain awkward until the lack of speed and its other shortcomings are addressed in a sequel.

ORPHEN
Publisher> Activision
Version> PAL **Issue>** #04 **56**
A brash attempt to defy RPG convention that ultimately overstretches itself, leaving facile gameplay that annoys.

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue>** #08 **80**
BEST RPG This complex adventure isn't for everyone – you don't get to do any fighting or shooting, and you'll need to have a fair bit of time on your hands to get the most from it. Play it a few times to really appreciate it.

SUMMONER
Publisher> THQ
Version> PAL **Issue>** #06 **70**
A game with massive aspirations, unfortunately let down in places by shoddy graphics and a camera that'll drive you, at some points, to genocide.

SHELF LIFE: THE FIVE NTSC GAMES YOU SHOULD OWN

Whether you're desperate to play the big games months before everyone else or simply sweating money, PSM2 gives you the definitive reviews of the best games available on import. If you own an NTSC machine, you'll want to make shelf life your first NTSC stop.

01 > GRAN TURISMO 3
The game that's not *MGS2* finally turns up after a slippery development history. Is it worth it? Lord, it's everything we'd hoped.

02 > WINNING ELEVEN 5
The *ISS Pro Evo* game that PS2's been screaming at the ref for. Unrivaled gameplay and dazzling visuals make this essential.

03 > ONIMUSHA
Capcom doing what they do best – visceral thrills, solid storytelling and zombies. The puzzles are tough in Japanese, though.

04 > CODE: VERONICA COMPLETE
A solid, and slightly expanded, DC conversion made essential by the *Devil May Cry* demo. Ace.

05 > EXTERMINATION
It's not one of the longest titles we've played, but a combination of impressive panic-action gameplay and genuine thrills is worth it.

SHOOT-EM-UP

ARMY MEN AIR ATTACK: BLADE'S REVENGE
Publisher> 3DO
Version> PAL **Issue>** #11 **47**
A decent arcade shoot-em-up that encourages you right to the end, but it looks terrible and it's very linear.

ARMY MEN: GREEN ROGUE
Publisher> 3DO
Version> PAL **Issue>** #11 **18**
A shambling title mired in repetitive gameplay and flawed dynamics. Utterly lamentable.

ARMY MEN: SARGE'S HEROES 2
Publisher> 3DO
Version> PAL **Issue>** #09 **40**
A flawed rehash of established concepts, with novelty appeal for *Army Men* fans. Tighter execution could've saved it.

FUR FIGHTERS
Publisher> Acclaim
Version> PAL **Issue>** #10 **86**
BEST SHOOT-EM-UP Rammed with stuff to do, humour and significant extras that you won't find on other formats.

SILENT SCOPE
Publisher> Konami
Version> PAL Issue> #03 **77**
Thrilling to begin with, but short, sharp play won't keep you buzzing indefinitely

STAR WARS: STARFIGHTER
Publisher> Activision
Version> PAL **Issue>** #09 **85**
Atmospheric, exciting, and full of explosions – Starfighter's everything a Star Wars game should be. It's a bit repetitive, though.

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue>** #06 **69**
It's basic and linear and so very American, but get into it and it's surprisingly fun.

WDL WAR JETZ
Publisher> 3DO
Version> PAL **Issue>** #11 **29**
Halliwell-thin and totally inadequate gameplay. How can a game with this many explosions be so dull?

SIM

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue>** #05 **68**
Enough depth to stimulate you for quite some time – but it's still capable of running itself well enough without your help.

SPORT

ALL-STAR BASEBALL 2002
Publisher> Acclaim
Version> PAL **Issue>** #10 **72**
A quality two-player game of hardball, but best of British trying to find someone to play against

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue>** #06 **59**
Lots of nice touches and a solid, playable game of basketball, let down by unforgivable graphical glitches.

ESPN INTERNATIONAL TRACK AND FIELD
Publisher> Konami
Version> PAL **Issue>** #04 **63**
Dazzling to look at, but a jolt of bemani-flavoured sophistication doesn't save it from looking tired.

ESPN NATIONAL HOCKEY NIGHT HOCKEY
Publisher> Konami
Version> PAL **Issue>** #09 **68**
A solid, realistic ice hockey sim that's bang up to date. Marred by a reliance on character stats.

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue>** #04 **70**
The unforgiving learning curve may put the curious off. Go for *SSX* for maximum thrills...

FIFA 2001
Publisher> EA
Version> PAL **Issue>** #04 **79**
A beautifully designed footy game that's yet to have the maddening niggles of the *FIFA* series kicked out of it.

ISS
Publisher> Konami
Version> PAL **Issue>** #02 **81**
BEST FOOTBALL TITLE Not the best football game ever, but settles for great playability and the odd touch of class.

MADDEN NFL 2001
Publisher> EA Sports
Version> PAL **Issue>** #04 **86**
BEST SPORTS SIM A superb sports title that shows other series how it should be done.

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue>** #06 **72**
A valiant – and mostly successful – attempt to translate a sport that just doesn't lend itself to the sim approach.

NBA HOOPZ
Publisher> Midway
Version> PAL **Issue>** #06 **70**
As fun as the *NBA Jam* series ever was – but is it worth shelling out 30 quid for a ageing arcade game?

NBA STREET
Publisher> EA
Version> PAL **Issue>** #11 **74**
A funky take on basketball that fails to explore its wilder ideas. Still, it's hard-hitting instant fun.

NHL 2001
Publisher> EA
Version> PAL **Issue>** #04 **70**
EA'd classic ice hockey sim looks the business, has a pile of options and extras, but it's character stat-heavy.

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue>** #07 **79**
Beautifully captured, but incredible character models are compromised by some nasty glitches.

POOL MASTER
Publisher> Take 2
Version> PAL **Issue>** #05 **45**
Skimps in the areas it should be concentrating on, and isn't much more functional everywhere else. Poor.

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue>** #04 **82**
BEST BOXING TITLE Anything that looks this good and makes you laugh demands attention.

RUGBY
Publisher> EA
Version> PAL **Issue>** #10 **80**
Although not exactly flawless, this plays a damn fine – if a little simple at times – game of rugby.

SKY SURFER
Publisher> Idea Factory
Version> PAL **Issue>** #06 **29**
Something that might make a diverting mini-game packaged up as the real thing. Awful

SSX
Publisher> EA
Version> PAL **Issue>** #03 **95**
BEST SNOWBOARDING GAME *SSX* does for PS2 what *WipEout* did for PSone. Breathtaking.

SURFING H30
Publisher> Take 2
Version> PAL **Issue>** #05 **32**
An initially brave move into a new area is shot to pieces by frustrating gameplay, linear levels and weak graphics.

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue>** #05 **70**
Not so good you'll weep, but a very relaxing, helpful, chirpy game of golf.

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue>** #08 **72**
It captures the feel and emotion of golf perfectly – shame that the number of levels and characters are so limited.

WINNING ELEVEN 5
Publisher> Konami
Version> NTSC **Issue>** #09 **91**
All we wanted was a version of PSone's *ISS Pro 2* – and we've got it. The best football game ever.

STRATEGY

KESSEN
Publisher> EA
Version> NTSC **Issue>** #05 **74**
Takes Japanese strategy into the major league and does a convincing job of recreating conflict in the 16th century.

UTILITY

MTV MUSIC GENERATOR 2
Publisher> Codemasters
Version> PAL Issue> #10 **90**
A Pandora's box, offering professional results to everyone

Gran Turismo® 3 © 2001 Sony Computer Entertainment Inc. All manufacturers,cars, brands and associated imagery featured in this game are trademarks and/or copyrighted materials of their respective owners. All rights reserved. Published by Sony Computer Entertainment Europe. Developed by Polyphony Digital Inc. Launch date subject to change.

GT3: Coming July 2001
uk.scee.com/gt3
Until you can experience the quality of the graphics in GT3, this pathetic photograph will have to do.
GRAN TURISMO 3
A-SPEC
PlayStation.2
THE THIRD PLACE

PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

プロヒント

トクセンジョウホウ

HEY, MR DJ – PUT A RECORD ON. WE WANNA DANCE WITH OUR BABIES. IT ISN'T JUST FOR THE BOURGEOISIE...

JOEL

This issue, the streets outside the PSM2 offices have been aglow with the heady rhythms of summer. Hippies roam the roads in colourfully-decorated rickshaws, children skateboard past old ladies and teenagers show how anarchic they are by all wearing the same Limp Bizkit t-shirt. Until, that is, we throw open the windows, crank up the volume on our sound system and send them all scurrying for cover with a hefty blast of PSM2-flavoured drum 'n' bass. Yes, MC Hawkins, DJ Baizley (fact: their real names) and the rest of the crew have been tickling the hi-hats in *MTV Music Generator 2*, and as if our own sense of rhythm wasn't enough, we've got Jester Interactive's own Tim Wright to give us some pointers.

It doesn't stop there for Dan, though – he's got the steady rhythm of assault rifle rounds thudding into walls as percussion, and wounded Ultor corporation goons yelping out the choruses. It's the second part of our *Red Faction* tips extravaganza – and this time, we're taking you through the toughest bits of the game, loaded down with railguns and ready to do a bit of 'interior design' – PSM2 style.

Elsewhere this issue, there's a belated celebration of Easter in *Rumble Racing*, Mr T casts his baleful eye over people with rocket-launchers, and a big fat man in a sequinned jumpsuit guides you through the finer points of infiltrating government installations. **PSM2**

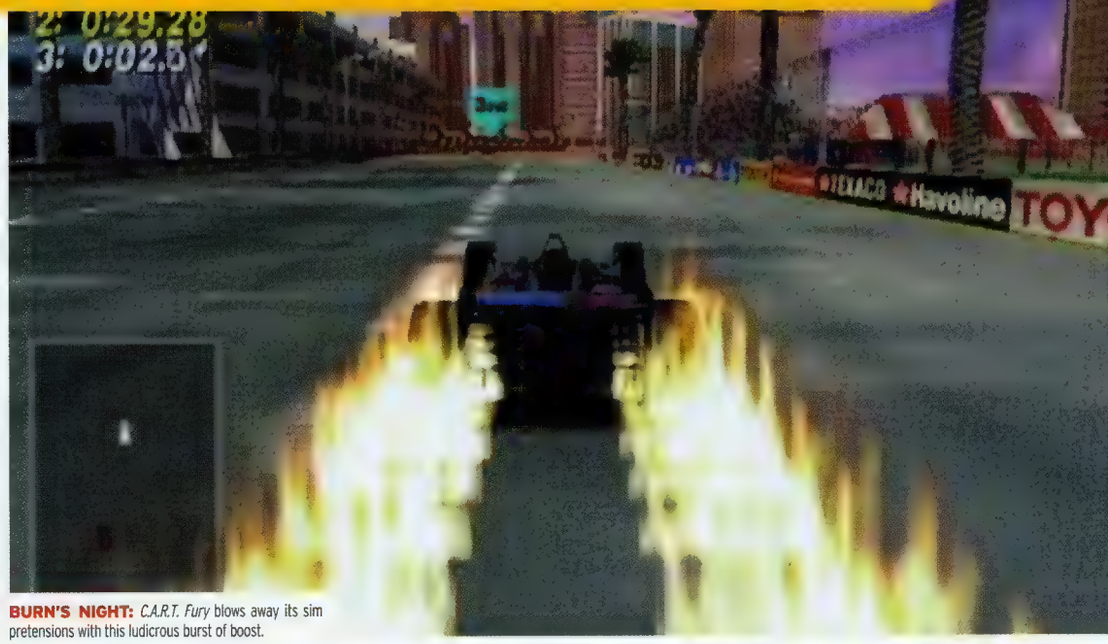
NEED HELP?

Are you cack-handed at *Kessen*? Boarding like a berk in *SSX*? Or have you got some advice you'd like to give to other readers? Then e-mail us at PSM2@futurenet.co.uk or write to us at the usual address.

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?



BURN'S NIGHT: *C.A.R.T. Fury* blows away its sim pretensions with this ludicrous burst of boost.

>THE PICK OF WHAT'S NEW トクセンジョウホウ

HOT TIPS

Buried in an avalanche of game-related woe? PSM2 comes to the rescue with its handy tips-plough.

C.A.R.T. FURY

Interested in gigantism and excessive mist? Then you're probably James Herbert. Anyway, have yourself a time with Midway's nippy little racer.

Turn On the Fog

Go to the Options screen and find the Cheats menu. At the menu, enter R2, ▲, ✕, ■, ■, ●. This will enable the Fog Cheat. Toggle it on and off at the bottom of the page.

Unlock Big Head Mode

Go to the Options screen and find the Cheats menu. At the menu, enter ▲, ■, ■, L2, L1, R2. This will enable Big Head mode.

BLOODY ROAR 3

Size of a swordfish! Oh, wait – that was the Arabian Knights. But anyway.

Play as Kohryu

Play through Arcade mode until you face Kohryu on Stage 5. Defeat him to unlock him as a playable character.

Play as Uranus

Play through Arcade mode and defeat Xion without using any continues, then Defeat Uranus to unlock her as a playable character.

Extra mode

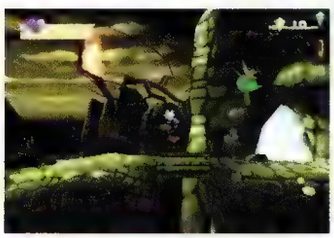
Play through the Survival mode and defeat more than nine enemies to unlock the Extra mode in the options menu.

KLONOA 2

We've finally found the uber-secret mode where Klonoa frantically tries to outrun a laviscious Pepe Le Peu. No, only joking.

TIP OF THE ISSUE

Bloody Roar 3: **For an almost unblockable 20-hit Beast Drive with Yugo, hit ⊡, ⊗, ↓+⊗, while in Beast mode, then when the last hit connects, ↓↘→+ ⊗+⊡. Finally, jab ⊡ very quickly. If it connects, you'll juggle your opponent.**



TEARS OF A KLONOA: Battle your way through, and you'll be rewarded with another playable character.

Play as Mometsuto
Successfully complete the game to unlock Mometsuto as a playable character.

Boss battle
Successfully complete the fairground levels to unlock a new area that allows you to battle previously defeated Bosses.

Picture gallery
Complete the fairground levels.

RUMBLE RACING

If you can't get through those tricky later courses, here are the codes to unlock everything.

Pro Cup 2, Falls Down track, and Cataclysm car **P1PROC1PU**

Pro Cup 3, The Gauntlet track, and EsCargot car **Q2PROC2YT**

Elite Cup, Surf and Turf track, Elite Class cars, and Road Kill car **AEPPROPUC**

Elite Cup 2, Coal Cuts track, and Jolly Roger car **ILETEC1MB**

Elite Cup 3, Wild Kingdom track, and Malice car **ILCTEC2VB**

Elite Cup 4, Over Easy track, and Direwolf car **ILQTEC3PU**

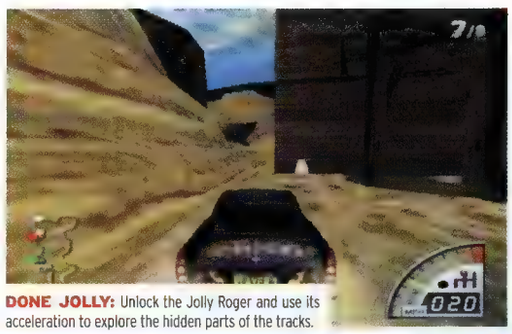
EA Elite Cup, Outer Limits track, and Blue Devil car **LEAITEPUC**

Grand Champion video and EA Stunt Cup **YEAMPLOWW**

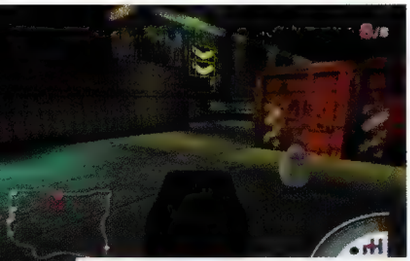
Circus Minimus **ZEAGTLUKE**

You'll find the locations of the Easter Eggs on pg99 – but if you don't want to go to the effort of finding them (it can be fun, honest), here are the codes to get the cars you want (read: all of them)...

Buckshot **UBTCKSTOH**
Cobalt **TLACOBTLA**
Gamecus **BSUIGASUM**
High Roller **HGIROLREL**
Interceptor **CDAAPTN1A**
Redneck Rocket **KCEROCTEK**
Revolution **PTOATRTOI**
Road Trip **ABOGOBOGA**
Sporticus **OPSRTISUC**
Stinger **AMHBRAAMH**
Thor **THTORHROT**
Van Itty **VTYANIYTT**
Vortex car **1AREXT1AR**
XXS Tomcat car **NALDSHHSD**



DONE JOLLY: Unlock the Jolly Roger and use its acceleration to explore the hidden parts of the tracks.



EASTER RANSOM: Scurry off the course to find the hidden eggs to unlock the hidden super cars.

GUEST TIP ゲストヒント

MR T PITIES YOU

Lost? Downhearted? Thinking about giving in to the sinful temptation to cheat your way to PS2 gaming legend? Don't. Let the most obviously sociopathic member of the A-Team guard your morals.

"Listen up, super-suckas. In *Red Faction's* multi-player Lobby, go up to the second level of the area with the rocket-launcher. Fire off rockets at the corner of the wall where the skylight begins. You should take out enough of the ceiling and wall to create an alcove where you can climb up onto the roof – you'll find a handy railgun, letting you blow things up as easily as I did in every single episode of my popular, but sadly long-cancelled, cartoon series. Fools!"

Mr T

dog that does his own

not necessarily reflec

LISTEN, FOOL: I might be carrying round my own bodyweight in finest gold, but I can still kick yo'... ooh, milk...

WIRED UP

PSM2'S NET FILTER SORTS THE GOOD FROM THE BAD.

This month, PSM2 uses the magic of the Internet to step into the past. Just don't touch anything.

VG MUSEUM

Accidentally bought *Army Men: Green Rogue*? Never mind – hurl yourself into a nostalgic dreamland where games used to be *good*. Find! That game where you used to stab balaclava-wearing men from a first-person perspective (it was *Super Spy*). Smile! As you remember the days when everyone thought *Night Trap* was the future of the games industry. Dab! At your teary eyes as you fondly remember Zangief's ending from *Street Fighter 2*. "Mr President, you're a very good dancer." Sniff.

www.vgmuseum.com

WHAZZAT?!

Despite the ominous connection to an American-born beer fad that was never, ever funny, Whazzat's actually a hugely amusing list of 'classic' quotes from games that were clearly translated late at night, by a man high on a dangerous cocktail of Red Bull and Lemsip. If you've forgotten classic taunts like Dans "Even my dad could beat you. And he's dead!" here's the place to find them and jog your games-brain.

www.classicgaming.com/whazzat

THE ZX-FILES

Remember *Daley Thompson's Decathlon? Skool Daze? Knight Lore*? Of course you do – so when you learn that they're all downloadable from one handy page, you'll be just as excited as we were. But hold on – where's the bump-mapping? And the cel-shading? Hell, there's not even a hint of motion-capture. Damn it all to David Duchovny, old games were rubbish. *Rubbish*. And punch anyone who tells you otherwise.

www.drewturpin.freeserve.co.uk

TEST AN ELVIS IMPERSONATOR

The Impersonator has sung in Las Vegas, gunned down zombies in *TimeSplitters* and now he's giving out advice in PSM2.

PEEK-A-BOOM: Don't bother taking cover from Olga if you want a decent *MGS2* time.

EXTERMINATION

Dear PSM2,
I've bought *Extermination* and progressed through the game until you have to arm the third detonator. I followed the map to where it suggested the detonator should be, but when I got there the corridor was blocked by what appeared to be a wall of water.
Kane Smith
Via e-mail

To get through the wall of water, get a run up, then sprint as far into it as you can and slash at the pipe you'll see with your knife. After that, just turn on the cooling system and smash the ice... wohohohooo! Baby! Baby! Yeah.

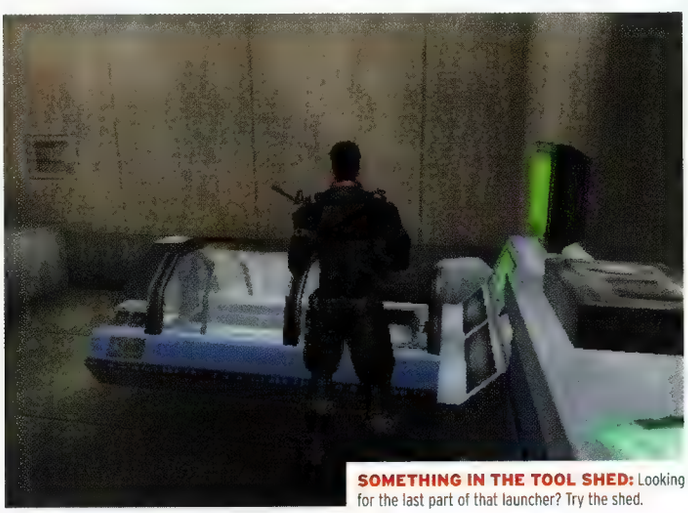
Dear PSM2
Where do I find the B part of the ultimate-launcher?
Mike D
Via e-mail

It's in the water filtration plant – to get to it, climb down the manhole in the tool shed where you got the arctic coat and go through security door B. It's near the platform where you see the man who opened the flood gates being attacked – you should also pick up the 24 volt battery while you're there. Uhuhuh... I'm all shook up, y'hear.

SUMMONER

Dear PSM2,
I'm really stuck in the Ikaemos Palace in *Summoner*. I've got three daggers, but I haven't got any idea where to use them. Can you help?
David Malefant
Via e-mail

You're caught in a trap... you can't walk out... woah, woah... sorry.



SOMETHING IN THE TOOL SHED: Looking for the last part of that launcher? Try the shed.

STATUE OF LIMITATIONS: You'll have a fight on your hands to get the Auric dagger.

When you first entered the palace and ran to the end of the first hall, you'd have noticed a statue. The statue's actually got four slots in it – you'll need to insert four daggers into these to open a door, so you've missed one. The Brazen dagger is near the northern exit to the lower chambers, the Argent dagger's in the room to their left, the Auric dagger's on the far side of the docks, and the Cypric one's up the flight of stairs near the docks, hidden in a secret room.

SSX

Dear PSM2,
I'm a big fan of *SSX* – could you tell me what happens when you complete every character's trick book? Thanks.
Seijin Thomas
Wandsworth

If you complete every character's trick book, you get a little blue halo around your character's head. Not very inspiring, we know – but maybe they'll sort something out for *SSX Tricky*. Thankyuh... verrimuch.

METAL GEAR SOLID 2

Dear PSM2
Just wondered if there was any way of skipping the intro movies?

Don't get me wrong, the intro movie is the best I've ever seen, it's just that I want to get the quickest time possible in order to win your remarkable prize!
Lewis
Via e-mail

You can skip the cut-scenes by pressing START, but strictly speaking, they don't count towards your time – don't include the time they take when you fill out your entry form. *Unless*, that is, you're talking about the Olga cut-scenes – they can't be skipped, and they *do* count on your time. The solution? Don't run for cover, and shoot Olga very quickly. We've had readers claiming to be able to take her out in three shots by hitting her in the neck, but we've yet to do it ourselves. She's a devil in disguise... oh yes she is... wohohoho. Burger, anyone?

STUCK?

SHARE YOUR EXPERIENCES WITH PSM2

Next issue, we'll have an entirely new tipmaster at the helm – Revolver Ocelot or Sion Barzahd... possibly. If *you've* got a gaming conundrum and you'd like it answered by an obviously fictional character, send it to – Test An Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW Or e-mail it to PSM2@futurenet.co.uk

BYTESIZE

DARK CLOUD: In fights, pick your best weapon, but before the slain enemy vanishes, switch to a weaker one. Since there is a small delay before the WHP for the defeated enemy is added, you can build lesser weapons into spheres.

ESCAPE FROM MONKEY ISLAND: Does the Prosthetics man keep telling you strange stories and giving you pointless rubbish? Try levering up the manhole next to the bank with your – ahem – broken sword.

NBA STREET: Don't waste your turbo bar defending – wait until the opposition shoots, block their shot then sprint up the other end. If you get there far enough ahead of them, you can take your time lining up an easy two-pointer.

C.A.R.T. FURY: Look out for the red and white barrels – they're usually obscuring a short-cut. On the later courses they'll be full of gravel or water, so you'll need to conserve your turbos to get through at speed.

WINNING ELEVEN 5: If you're playing as Argentina, switch them from the pre-set 3-5-2 formation to a sturdier 4-4-2. We're basing this advice on extensive testing and recent tournaments in the PSM2 office – where it's got a high success rate.

GRAN TURISMO 3: Try moving the brake function to R1 – it might feel a bit awkward at first, but it'll eventually become instinctive. Marcus reckons it's the equivalent of using different feet – key in real driving.

EPHEMERAL FANTASIA: Stuck in the palace? That's not surprising – it isn't immediately obvious, but the exit's actually what looks like a large black wall at the end of a corridor. Stroll through that and into the fresh air.

SSX THE NEXT LEVEL

This issue, it's back to *SSX* for a couple of things you might have missed, courtesy of freestyler Marten Richens. We can't say we approve of using strategic restarts, but there you go. Over to you, Marten.

STRATEGIC RESET POINTS

Elysium Alps

Just as you enter the loops at the end of the race, hit SELECT, and you're magically transported to the end of them.

Aloha Ice jam

This is right near the beginning, at the first chasm. If you can see you're about to miss the other side, hit SELECT and you're safely deposited on the other side – usually ahead of the pack.

ANOTHER HARD SHORT-CUT

Merqury City

You can join the frozen river an awful lot earlier than previously thought. At the start of the second rail slide into the building, ignore the rail and take the right-hand path. Just as you turn left to get back to where the paths converge, you'll notice a gap between two buildings on top of the bank. If you can make it through there, you come out at the start of the frozen river.

RAIL SLIDES

Mesablanca

At the last checkpoint, jump onto the rail and see if you can grind the full length. It's easier – and much quicker – if you take the right-hand side.

Merqury City

You can grind the huge bridge. You need a full boost bar to make it up to the top. The left-hand side is easier to get on to, but you'll crash into the gargoyle on the down slope. If you take the right-hand side, you'll go right through the statue, and be dumped out next to the exit of the frozen river short-cut. Looks great on the replay – unless you get vertigo.

Cheers, Marten.

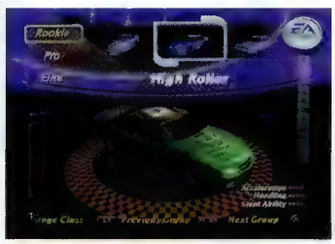
EGG HUNT トクセンジョウホウ

RUMBLE RACING

There're great big eggs littering the frantic racing landscape, rewarding you with bonus motors if pick them up. Follow the PSM2 tips-bunny as he seeks them out.

TRUE GRITS
Car: Revolution
Find the big red barn. Drive through it and the egg will be on the left-hand side, on the outside of the barn.

FLIP OUT
Car: High Roller
In area with the three tunnels, take the middle tunnel, then brake hard at the end and drop down to reach the egg.



GOD OF GAMBLERS: The High Roller - moves like a shark, steers like a stubborn moose.

CAR GO
Car: Sporticus
Find the submarine and look to the left where you will see rows of red crates. The egg is behind one of the last crates.

SO REFINED
Car: Van Itty
At the start, immediately turn right and look behind the buildings for the hidden egg.

PASSING THROUGH
Car: Buckshot
Look for the body of water to the right, just before the asphalt turns to sand. Drive through the water and around to the right to locate the egg – it's slightly submerged.

SUN BURN
Car: Gamecus
Drive straight ahead after the start, then look for the egg as you take the first right turn – it's in the bushes near the swimming pool.

FALLS DOWN
Car: Road Trip
The egg is located on the left side of the falls – you'll find the secret entrance just after the first tunnel on the right-hand side. It's sitting on a cliff. The Thor vehicle can thrust near it and nab it easily, but It'll probably take a few goes.

GAUNTLET
Car: Vortex One
Look for it next to a large collection of multi-coloured metal crates. You might have to scout around a bit for it, though.

TOUCH AND GO
Car: Redneck Rocket
Find the plane that you can drive through, then go through and take the jump into the building. Stop in the building, and go left. You'll see another ramp with a power-up on it. Take this ramp and stop once you land in the next building. Drive to your right and you should find the egg.

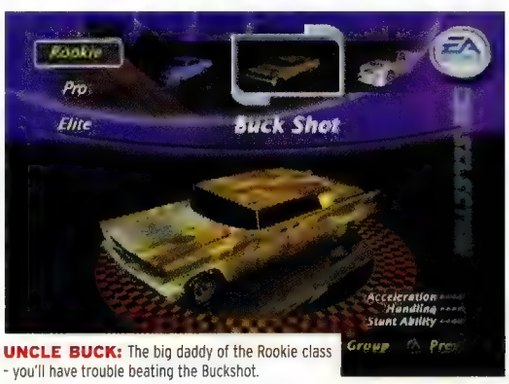
SURF AND TURF
Car: Cobalt
Find the theatre in town – the egg's in the indoor parking area just before the theatre.

COAL CUTS
Car: Stinger
Look for the area that's full of large wooden buildings attached to bridges. Look to the right-hand side of the last building for the egg.

WILD KINGDOM
Car: XXS Tomcat
Simply ride the track backwards and you'll eventually find it on the right-hand side.

OVER EASY
Car: Interceptor
Once you hit the town, go left, left again, then right. Before the next right, you'll find the egg in a parking area to the right-hand side.

OUTER LIMITS
Car: Thor
Immediately turn and drive the course backwards. Go under a natural rock formation bridge and you'll find the egg to your right.



UNCLE BUCK: The big daddy of the Rookie class - you'll have trouble beating the Buckshot.

PSM2 PRO-DOJO

Welcome to the Dojo – the place where gamers strive to join PSM2's hallowed order of experts. Join us, as we smear our pads in venom made from tree bark and frog venom, then invite our mates round...

WIN! QUAKE STUFF Fancy winning a *Quake*-themed fleece, keyring and sticker combo? Keep sending us your proudest achievements on PS2's most ludicrously violent game – **whoever impresses us most gets the gear.**

PROVE YOUR MASTERY!

At some point in their lives, everyone thinks about becoming a ninja – if only for the rather dashing outfit. Thankfully, sanity soon prevails and you turn your well-honed co-ordination to computer games instead.

In Pro-Dojo, we're taking it a step further. Send us genuine proof of your gaming genius, and we'll hail you from the roof tops. Send us a good enough video, and we'll stick it on the DVD.

Sorry? Appealing to your sense of honour and glory isn't enough for you? Right...

WIN THINGS!

As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements with the most exciting games-related gumph we can find. Whoever impresses the cold, unflinching Challenge Ninja most – whether by an outstanding single score or a sterling performance throughout – gets the prize.

GET FAME AND RESPECT!

Ninjas tend not to reveal their faces – it helps them get away with stabbing all those people in the throat. Don't let that stop you, though – if you've got a message you need to get to the world, or even if you simply want to impress members of the opposite sex, send us a photo and some of your musings. We'll print the worthiest warriors in every issue. **PSM2**

HOW TO ENTER

You'll need to provide photographic evidence of your achievements – see How To Prove It on pg102. Then just fill the coupon in, send it all off, and wait for the world to salute you as a gaming deity. This time, the closing date for the competition's **Friday 17th August** – get those entries in.

SSX

TOP SCORES

Snowdream	**345,535**	**Paul Woodall**
	328,585	Kris Emeny
	316,070	Ryan Smith
	200,210	Richard Dixon
	190,020	Dominic Dixon
Elysium Alps	**550,100**	**Paul Woodall**
	513,765	Kris Emeny
	490,775	Richard Dixon
	459,645	Ryan Smith
	430,670	Dominic Dixon
Merqury City	**495,610**	**Paul Woodall**
	439,240	Ryan Smith
	431,620	Kris Emeny
	408,200	Richard Dixon
	376,020	Dominic Dixon
Mesablanca	**357,100**	**Paul Woodall**
	328,225	Ryan Smith
	313,320	Matthew Kent
	312,960	Richard Dixon
	290,200	Dominic Dixon
Tokyo Megaplex	**384,495**	**Paul Woodall**
	338,280	Ryan Smith
	330,821	Kris Emeny
	300,340	Richard Dixon
	282,450	Dominic Dixon
Pipedream	**648,380**	**Paul Woodall**
	636,450	Justin Hope
	633,430	Paul Woodall
	629,480	Darren Skeet
	626,435	Ian Collis

TOP TIMES

Snowdream	**1'56"23**	**Paul Woodall**
	1'57"48	David Barnard
	1'56"80	Paul Fletcher
	1'58"01	Paul Herold
	1'59"25	Tim Schofield
	1'59"90	Andy Roberts
Elysium Alps	**4'08"35**	**Jack Pope**
	4'09"32	Paul Fletcher
	4'13"56	M Langford
	4'17"90	M Langford
	4'18"11	Paul Woodall
Merqury City	**2'45"09**	**Paul Fletcher**
	2'55"30	David Barnard
	2'55"93	Richard Hewat
	2'55"67	Paul Herold
	2'57"43	Andy Roberts
Mesablanca	**2'22"82**	**Jack Pope**
	2'23"01	Amanda Offord
	2'24"12	David Mulholland
	2'30"82	Iain Jackson
Gamer of the Month	**2'33"36**	**Paula Gamble**
Tokyo Megaplex	**2'46"14**	**David Hipperson**
	3'15"98	David Mulholland
	3'19"06	Paul Fletcher
	3'22"33	Paul Herold
	3'24"80	Andy Roberts
Aloha Ice Jam	**1'53"57**	**Paul Fletcher**
	1'54"25	Will Masters

TIMESPLITTERS

STORY MODE

Level	Top Times	
Tomb	**2'38"8**	**Chris Owen**
	2'55"3	Mark Danson
	3'00"4	Marcus Doe
Chinese	**2'40"2**	**Chris Owen**
	2'44"1	Mark Danson
	2'47"2	Marcus Doe
Cyberden	**1'27"8**	**Paul Fletcher**
	1'42"6	Chris Owen
	1'44"1	Mark Danson
Village	**1'05"2**	**Paul Fletcher**
	1'12"8	Mark Danson
	1'15"9	Chris Owen
Chemical Plant	**0'37"4**	**Paul Fletcher**
	0'59"3	Chris Owen
	1'01"9	Mark Danson
Planet-X	**1'22"9**	**Paul Fletcher**
	1'37"1	Mark Danson
	1'40"6	Chris Owen
Mansion	**1'38"3**	**Mark Danson**
	1'45"2	Chris Owen
	1'48"1	Marcus Doe
Docks	**1'32"4**	**Chris Owen**
	1'35"3	Mark Danson
	1'37"2	Marcus Doe
Spaceways	**1'05"2**	**Dan Herd**
	1'12"2	Mark Danson
	1'15"7	Chris Owen

TEKKEN TAG TOURNAMENT

SURVIVAL MODE

370 Wins Law and Paul	**Dion Verhoef**
89 Wins Gun Jack and Jack-2	Frank Donham
56 Wins Jin and Kazuya	Trevor Thompson
31 Wins Law and Paul	Amir Chaumoo
27 Wins Yoshimitsu and Bruce	James Vile

TEKKEN BOWL

300 Points Jin and Gun Jack	**Amir Chaumoo**
300 Points Brian and Julia	**Amanda Offord**
280 Points Jin and Ling	Duncan Price
249 Points Anna and Heihachi	Gavin Eastwood
237 Points Julia and Kazuya	Sam Roberts

TIME ATTACK MODE

5'30"23 Jin and Paul	**Sam Roberts**
5'35"37 Ganryu and Baek	Gavin Eastwood
5'46"90 Bruce and Bryan	Duncan Richards
6'00"21 Lee and Eddie	Eric Jacques
6'02"21 Lee and Eddie	Jim Evans

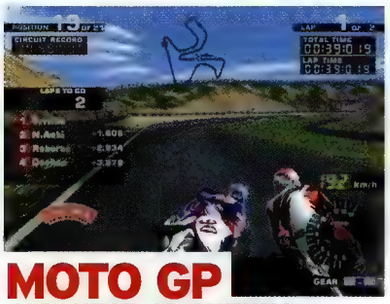
DEAD OR ALIVE 2

SURVIVAL MODE

31 Wins	**David Johnson**
24 Wins	David Peacock
19 Wins	Ari Ruishaime
17 Wins	Amanda Offord
14 Wins	George Ridgley

TIME ATTACK MODE

1'47"37	**David Peacock**
6'30"46	George Ridgley
6'45'09	Andrew Hunt
6'50"02	Johnny Chapman
7'00"21	Craig Vaughan



MOTO GP

JAPANESE GP SUZUKA

2'02"900	**John Hamilton**
2'03"220	Ed Dawson
2'03"558	Jon Dudley
2'04"450	Doug Bradbury
2'04"748	David Barnard

FRENCH GP PAUL RICARD

1'15"936	**Jon Dudley**
1'16"810	Andrew Wynwe
1'18"292	Johan Persson
1'18"676	David Barnard
1'19"976	Paul Fawcett

SPANISH GP PEREZ

1'40"140	**Jon Dudley**
1'41"486	Andrew Wynwe
1'42"390	Paul Fawcett
1'42"528	David Barnard
1'43"282	Johan Persson

BRITISH GP DONINGTON

1'27"372	**Jon Dudley**
1'28"336	Andrew Wynwe
1'29"986	David Barnard
1'30"686	Johan Persson
1'31"426	Paul Fawcett

PACIFIC GP MOTEGI

1'46"992	**Jon Dudley**
1'47"506	Andrew Wynwe
1'49"396	Paul Fawcett
1'49"496	David Barnard
1'50"008	Johan Persson

RIDGE RACER 5

PARKTOWN

0'57"290	**Matt Kerrigan**
0'59"231	Doug Bradbury
0'59"298	Ed Dawson
1'02"233	Keith Townsend
1'05"566	David Watts

OUTER PASS

1'13"333	**Matt Kerrigan**
1'15"390	Ed Dawson
1'17"980	Doug Bradbury
1'17"996	Keith Townsend
1'21"323	David Watts

ABOVE THE CITY

1'23"345	**Matt Kerrigan**
1'25"235	Ed Dawson
1'26"312	Keith Townsend
1'28"353	Doug Bradbury
1'29"656	David Watts

BAYSIDE LINE

2'07"900	**Matt Kerrigan**
2'10"656	Ed Dawson
2'11"234	Doug Bradbury
2'12"321	Keith Townsend
2'13"895	David Watts

99 LAP RACE

1h 35mins	**Pete Stevens**
1h 37mins	Ed Dawson
1h 38mins	Doug Bradbury
1h 42mins	Keith Townsend
1h 44mins	David Watts

RACE RECORDS

PARKTOWN

2'58"123	**Matt Kerrigan**
2'59"324	Ed Dawson
3'01"536	Doug Bradbury
3'03"298	David Watts
3'05"295	Keith Townsend

OUTER PASS

3'41"533	**Matt Kerrigan**
3'45"193	Ed Dawson
3'46"331	Doug Bradbury
3'47"590	David Watts
3'49"987	Keith Townsend

ABOVE THE CITY

4'12"436	**Matt Kerrigan**
4'13"255	Ed Dawson
4'14"433	Doug Bradbury
4'16"056	Keith Townsend
4'18"903	David Watts

BAYSIDE LINE

6'12"990	**Matt Kerrigan**
6'13"212	Ed Dawson
6'14"450	Doug Bradbury
6'18"070	Keith Townsend
6'19"001	David Watts

PSM2 GAMER OF THE MONTH

PAULA GAMBLE

A respectable score, a cheeky smile – but why's Paula wearing a beanie? "Cos ninjas are the humblest of all warriors – but I couldn't find a balaclava." Ah. A bit of humility in the dojo deserves credit. Gamer of the month it is, then.

If you reckon you've got what it takes to be a PSM2 Gamer of the Month, then we want to know what manner of creature you are before we start dishing out some, unique, collectible and potentially dangerous gaming-related tat. Want some? Then don't forget to send a photo of yourself with your entry.

TRAINING TIP OF THE MONTH

#03 FREE KICKS

If you've got someone half-decent up front, free kicks are an easy way to put goals away in *ISS*. Here's how to make the most of a dead ball situation.

STEP 1: From just outside the box, run about two-thirds of the way to the corner flag. If the opposition's looking weak at the back, just tap ✕ to your striker with ⊗ – or even try hitting it low if you're convinced that the wall's going to jump.

STEP 2: From as much as 40 yards, you're best off with a skilful player like Beckham or Zidane. To curve it around the wall, aim slightly to the right of the goal, then hold down L2 and nudge the pad ↖ so you're at the sharp open angle.

STEP 3: When it comes to 40-yard screamers, Roberto Carlos puts it in the main. Hit the ball at nearly full power, then park ↓ on the pad as it sails over the wall to bang it down just under the bar.

›TRAIN YOUR FINGERS‹

IN THE DOJO

The PSM2 Challenge Ninja invites you into his domain. And hits you with a cane while you do sit-ups with your feet tied to a tree.

KUNG-FU GRIP OF THE MONTH

#03 THE FPS CLUTCH

Whichever of PS2's fine crop of first-person shooters you're playing, stick with the pro's setup – left Analogue for movement, right Analogue for looking around and R1 or R2 to shoot. It's the default option in *'Splitters* and *Red Faction*, option B with the Y-Axis inverted on *Unreal Tournament*, and the Advanced Setup in *Quake 3 Revolution*. But why does it work so well? Because by simply prodding the Analogues equal amounts in opposite directions, you'll easily master the vital art of circular strafing – or running around a fixed point or target while keeping your fire lethally focused. And because R1 feels pleasingly like a real trigger to the touch. Blammo!

CROUCHING TRIGGERS: If your FPS has this default option - use it. It's lethally easy.

BLACK BELT CHALLENGES

ENTER THE DOJO

To be a true gaming master, you've got to be able to face any challenge. Which is why we've concocted this array of tests – the PS2 equivalent of Daley Thompson's Decathlon. Together, they represent every type of game on the PS2 – fighting, driving, shooting things and leaping about. If you can manage at least three of them – or otherwise impress us with your high-scoring greatness – we'll add you to the graduates of our dojo. We'll also print a 20-word message of your choice. Why not announce that long-standing crush in the one place the object of your affections is *bound* to see it?

3 CHALLENGES – 1st DAN

5 CHALLENGES – 2nd DAN

7 CHALLENGES – 3rd DAN

THE RULES

- To enter, just send us a completed entry form with the required proof. If you don't fancy cutting up your copy of PSM2, photocopies are fine.

The address to send those entries is PRO DOJO, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH, BA1 2BW. And remember, we put the mag together quite a while before it comes out, so don't be dismayed if your score doesn't get printed a week after you send it in – it'll be in the next issue.

- If you're allowed to use cheats, we've mentioned it in the challenge. Otherwise, foul play invites instant blowfish-venom-tipped-blowdart retaliation. We know a doctored score when we see it.
- Unfortunately, we can't return photos or videos.
- Make your messages as nutty as you like – everyone else has – but don't make them abusive or threatening. That's bad.

HOW TO PROVE IT

Taking photos

The best bet's to turn off or cover up your camera's flash – it'll reflect off the screen – and draw the curtains. If you want to e-mail us a GIF/TIFF/EPS, whatever, that's fine – but we'll be able to tell if you've altered them. Play fair.

Taking videos

Is even simpler – just connect your PS2 up through the video, and get five seconds or so showing each screen. Easy.

WIN!

(winner gets a finisher)

METAL GEAR SOLID 2

You can still win the first UK copy of MGS2 – but there's been a slight change of plan...

As you'll already know, MGS2 is going underground. As part of the media blackout, the KCEJ league table has shut down – so there's been a slight change to how the competition runs.

THE RULES

- As of now, we need video evidence showing you going through your run. Set it going on the main menu, and don't shut it off until Olga hits the deck.
- If you've already entered, don't worry – your score still counts.
- Play with Radar Type 2, on the normal difficulty leve.
- If you don't include a completed entry form – or a copy of it – with your entry, *your score won't count*. We'll only be checking the winning entries, not watching everyone's videos with a stopwatch.

THE TOP TEN

	Name	Time	Shots				
1	Peter Mullin	1:49	4	**6**	David Peacock	3:47	11
2	James Baird	1:57	4	**7**	Chirag Maher	5:36	33
3	Ian Lammin	2:36	5	**8**	Basharai Ali	7:05	66
4	Tom Kennedy	3:19	11	**9**	Alan Wigzell	8:35	31
5	Adam Craggs	3:45	9	**10**	Tom Lambert	8:54	44

ENTRY FORM

Dear PSM2,
I'd like to join your order of shadow warriors. I've got my own blowpipe and everything.

Name ..... Age .....
Address .....
.....

I've got the following scores...

Game ..... Score .....

MGS2 Challenge...

Ranking: Time: Shots fired:
Clearance code:

And I've also completed these challenges...

- SSX ❑
- Sky Odyssey ❑
- Tekken Tag Tournament ❑
- TimeSplitters ❑
- Rayman Revolution ❑
- Star Wars: Starfighter ❑
- Dead Or Alive 2 ❑
- Moto GP ❑
- Z.O.E. ❑
- Ridge Racer 5 ❑

And my message to the world is...

STUDENT

STAR WARS: STARFIGHTER

The Challenge: Come first in the Canyon Sprint bonus mission. You'll need a near-flawless run to beat Essara.
The Proof: A photo of the Mission Complete screen – with the Beat Essara screen ticked on it.
The Tip: Use the OVERSEER and MINIME codes to unlock the Darth Maul Interceptor and make yourself invincible. You'll still need to be pegging it.

SKY ODYSSEY

The Challenge: Get an A Ranking on The Adventure Begins – the game's first level. To do that, you'll have to come in under the time limit, as well as not going up in a ball of flame. Tricky.
The Proof: A photo of the assessment screen with your rating on it.
The Tip: If you can get the extra planes, you're welcome to use them. But we haven't yet found anyone man enough to pilot the Shinden Kai through the canyons at full pelt.

SENSEI

SSX

The Challenge: Complete Mesablanca – the best course for pure racing – in 2 minutes, 50 seconds. You're allowed to use the Unlock Everything cheat to max out your character's stats.
The Proof: A photo of the hi-score table with your time on it.
The Tip: Refer to our guide in PSM2#04 for a complete run-through. And veer right near the second Danger sign to get the complete rail short-cut.

TEKKEN TAG TOURNAMENT

The Challenge: Get a score of 280 or higher in a game of *Tekken* Bowl. You can use whichever characters you like.
The Proof: A photo of the results screen, with your characters on it.
The Tip: Use a power character as your first bowler, and a control character as your second – Paul and Ling are a good combination.

RAYMAN REVOLUTION

The Challenge: Complete the game with more than 900 Lums. That means you can miss 100. Aren't we kind?
The Proof: A photo of the screen showing you how many Lums you've collected... with more than 900 on it. Obvious, really.
The Tip: You'll only get a couple of hundred Lums by scooting straight through the game – revisit areas you've already completed to get them all.

DEAD OR ALIVE 2

The Challenge: Get more than 12 Wins in Survival mode with any character. You can even use Tengu and Bayman, if you've unlocked them.
The Proof: A photo of the hi-score table with your initials on it.
The Tip: Check out our guide to the game in PSM2#06 – and we'd recommend using Jann Lee, as he's absolutely nails.

PSM2 MASTER

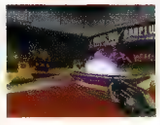
MOTO GP

The Challenge: Complete a lap of Donington in less than 1 minute 33 seconds.
The Proof: A photo of the records screen, or a photo of the in-game screen with your lap times on. Either's just as good.
The Tip: You'll probably want to unlock the Honda NSR500 before you even try this.

RIDGE RACER 5

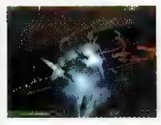
The Challenge: Unlock the Super Drift Caddy by beating it in Duel Mode.
The Proof: A photo of the car selection screen with the Caddy on it.
The Tip: You're allowed to use another Duel Car if you've already unlocked that – the VW Beetle's probably easiest. You'll never beat the Caddy on the flat, so this one's all about precise cornering.

TIMESPLITTERS



The Challenge: Complete the Spaceways level on the Normal Difficulty setting in less than 1 minute 20 seconds.
The Proof: A photo of the level selection screen, with your record time listed under the Normal section on Spaceways.
The Tip: Refer to our guide in PSM2#04, strafe a lot and ignore the medikits.

Z.O.E.



The Challenge: Get an overall ranking of A by completing the game. You'll have to play on either 'Hard' or 'Very Hard' to have a chance.
The Proof: A photo of the post-game ranking screen with either an A or S ranking on it.
The Tip: If the fighting gets a bit frenetic and you're surrounded by buildings, close with your opponent, grab him and steer him towards orbit. It's the only way to save the poor civilians.

DOJO GRADUATES

FIRST DAN
Cory Harrold – Whatever happened to Rich Pelley? *(He sits near us – PSM2)*
Madeleine Langford – Now I know that there's a competition, I'll start practising.
Dan Harold – If Tina S-Club's reading, I'd like to offer her my hand in marriage. Any chance?
Paul Fletcher – Buy this mag! It's too good for words!

SECOND DAN
David Peacock – *Ally:* Woof! Woof! Do you want a chicken-stick, Bonnie? *Bonnie:* No. Woof! I'm sick of eating everything. *Ally:* OK. *(We're as confused as you – PSM2)*

THIRD DAN
David Allen – I am the greatest gamer of my generation.
Duncan Price – If anyone needs a tester, let me know – I've also done programming and design.
Paula Gamble – Sniff. Sniff – What's that I smell? Ah yes, the sweet smell of SKILL.

MTV MUSIC GENERATOR 2

PART 1 **TIM WRIGHT** of Jester Interactive – the guys behind *MTV Music Generator 2* – gives PSM2 readers an insight into getting the most out of the speaker-rattler. We only bring you the best gaming brains. Exclusively.

MUSICGENERATOR 2

AIM OF THE 'GAME'

The only aim of *MTV Music Generator 2* is to explore the boundaries of your own imagination. Whether you're simply mucking about with the pre-recorded riffs or editing your own samples, there's something for everyone – even those who've had no previous interest in dabbling in the fine art of beats and tunes.

Once you've familiarised yourself with the interface it's up to you how far you want to take yourself into the realms of the jet-setting, beat-frenzied music makers. We suggest having a look at the tunes that the stars have knocked up – Gorillaz, Roni Size, Apollo 440 – and see how the pros put their platinum-shifting noise together. Then, it's entirely up to you. We'll see you on Top of the Pops, then.

WHAT WE SAID...

PSM2 ISSUE #10 JUNE 2001

"This is a lifetime of music for the price of three CDs. A musical Pandora's box, offering professional results to everyone. If there's music in your soul, this disc belongs in your PS2. Chart-topping."

WHAT WE SAY NOW

Well, shout more like, seeing as we've all gone a bit mutton from Dan's industrial/house experiment. Ace

90

FOUR SHEETS TO THE WIND

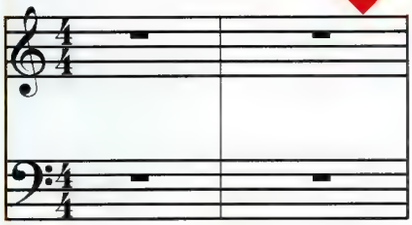
"You don't have to read music to create a massive tune on *MTVMG2*, but if you think that Travis would benefit from a two-step makeover, rather than being bludgeoned with shovels, here's how to do it.

Converting sheet music for use in *MTVMG2* requires a basic knowledge of musical notation. What we'll do here is give you those basics, but it's best to get a text book to get a better understanding. For our example, we'll stick to Piano, and a Time Signature of 4/4, or perhaps you've heard the term 'four on the floor' which is a typical dance or Pop beat – 4 beats in each bar, which is the default for *MTVMG2*."

WRIGHT ON TIM: It's his baby, he's your guide.

TRANSCRIBING MUSIC

Sheet music for piano generally splits what you play with your right hand into the 'treble clef' – or the top set of bars...



...and what you play with your left hand into the 'bass clef' – or the bottom set of bars.

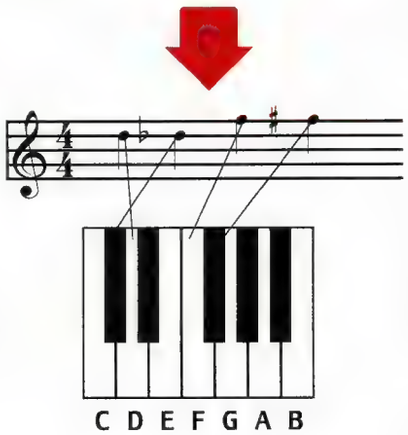
As the notes are written closer to the top of the 'clefs' their pitch increases, giving them a higher sound, and notes written near the bottom of the clefs give a lower sound. The treble clef is higher in pitch than the bass clef. OK so far?

So, how do these 'clefs' relate to *MTVMG2*? Well, below is a keyboard (look familiar? There's one in the Riff Editor...) It's simply a case of matching up the notes you see on your sheet music with the keys in the Riff Editor.

You may've noticed that there's one note (middle C) which can be written in the bass clef or treble clef – it's the actually the same note, just watch out for it.

The more observant amongst you will have noticed we've handled the white keys quite well, but what about the black keys? No sweat...

We use odd little symbols called 'sharps' and 'flats' just before the note – a bit like pressing SHIFT on a computer keyboard. The real name for these is 'accidentals' – don't ask us why.



So, a "♭" is called a 'flat' and a "♯" is called a 'sharp'. Flat means flatten the note – make it sound lower in pitch, and sharp means sharpen the note or make it higher in pitch.

C♯ is the black note between C and D, A♭ is the black note between G and A. Just to confuse you A♭ is the exact same note as G♯, it just depends on what 'key' the music was written is as to how the composer chose whether to use A♭ or G♯. Either way, it's the same note.

The basic rule is if you have a note with a "♭" to the left of it you play the note immediately left of it, and with a note with a "♯" in front of it you play the note immediately to the right of it, whether that's a black key or a white key. It might sound confusing at first but it's a simple rule.

So we know where the notes go on the keyboard – great. But where do we actually put them in the song. In other words, what about 'timing' the notes, putting them in the right place so they sound at the right time?

On the track screen, if you've got a riff that's just one block long (one bar long) that means there are 4 'beats' in that riff. Try going into the Riff Editor and editing a one bar riff from the library, or go over a blank space and enter the Riff Editor.

You can see that there's a light green band across the screen, followed by three dark green bands then another light green, and so on, until the scroll bar to the left changes from a '1' to a '2'. So, from the start to the end of the '1' bar is one Block or 'BAR', which is divided into 16 parts – 4x light green + 4x dark green bars.

So, if you saw this in the sheet music;

It would mean a note that started at BAR 001 position 1 (see the top right-hand corner of the screen – it tells you the note your pointer is over and your position on the bar - 1 to 16).

Anyhow, the hollow note in the illustration BAR 001 takes up all 16 positions.

Let's put the music into the Riff Editor...

Click your pointer on the correct note (use the chart we saw before – in this case it's 'F'), hold the button down and scroll the screen or move the pointer until you're at position 16 and let go. You've now got a note that runs the whole length of BAR 001. Now do the same in BAR 002, and – voila – your first sheet music entered. Try playing it... OK, so it sound pretty dull, but that's not the point – you've got the basics now.

Now try this one...

There're four notes here and they're all the same 'type' (we'll discuss that next). Just for now, all you need to know is that sheet music always has to tell you how to fill up those 16 positions you've got in each BAR. In this example it's saying 'four notes, all the same length' so 16 divided by four is four. So, we need a note starting at position 1 and going to position 4, another from 5 to 8, one from 9 to 12, and one from 13 to 16. Job done.

Now all hell breaks loose...

Don't panic – it's not as bad as it looks, let's just break it down one bar at a time...

BAR 001 start off with a 'dotted half note' (Dotted? – dotted means 'half again'). Ordinarily a 'half note' would only stretch from position 1 to 8, or 2 'beats'. But 2 + 1/2 of 2 = 3. So, the first note would go from position 1 to position 12 or 3 full 'beats'. The last note is a quarter and the only place for that is starting at position 13 and ending at 16. In this way, the sheet music tells us how fill those 16 slots.

BAR 002 starts off with a 'dotted quarter note' which would stretch from position 1 to position 6 (4 + 1/2 of 4 = 6). The next note is an 'eighth note' that starts at position 7 and ends and position 8. The next note is a 'half note' which would go from position 9 to position 16.

BAR 003 starts with a dotted eighth, (position 1 through 3) . The second note is a 'sixteenth' and would just be at position 4 (one square long). The third note is a quarter note from position 5 to position 8. The fourth note is a dotted eight note (position 8 though 11), and then something new – a 'rest' or 'silence', in this case a 16th duration of silence. The next note is a quarter note and stretches from position 13 though 16.

So, all this editing would create us a 3 BAR Riff.

As you can see the basic rule is 16 slots and the sheet music has to fill those 16 slots in each bar. Notes can be of different lengths – full notes, half notes, quarter notes, eighth's, sixteenth's, and can be dotted (half as long again). Rests allows for pauses in the music and can be full, half, quarter, eighth, sixteenth and dotted too.

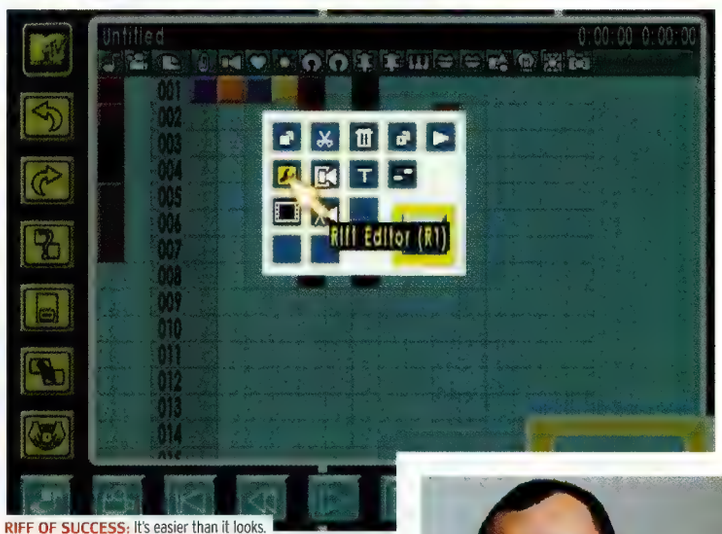
There're other tricks and symbols in everyday sheet music – it's an art form in itself. If you're really keen, get a good book on the subject or contact a music school for more advice.

Let's move on to some sneaky ways to move around the interface once you've familiarised yourself with the basics...

HINTS & HANDY SHORTCUTS

A great feature of *MTVMG2* is the short-cut feature. Let's say you're editing a lot of riffs – pressing the MENU button, moving the pointer and clicking on that Spanner Icon takes time. Why not set a short-cut key? Simply press the MENU button, move your pointer over the Spanner and press the R1 button – the Spanner goes yellow. Now, click on the 'X' in the menu or just press the CANCEL button (usually ✕). Go over a riff you'd like to edit and press R1. Bingo. You're in the Riff Editor. You can use R1, R2, L1 or L2 in this way. Any menu option can be assigned to any of these four shoulder buttons. To stop R1 taking you to the Riff Editor, either assign it to a different

CAN-CAN: Gorillaz go dub on *MTVMG2*.

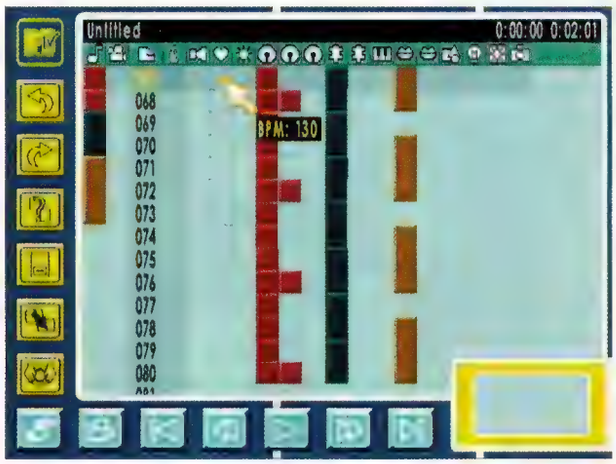


RIFF OF SUCCESS: It's easier than it looks.

MORALES CODE: Be moody like our Dave.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2



feature, or press R1 over the Spanner in the menu and it will turn white again, cancelling the short-cut.

REAL-TIME MIXING

Load up one of the demo tunes, forward on to where there're quite a few riffs playing, then press the SELECT button. Now move your pointer down and to the left a few bars, and press the START button to start playing the song.

MTVMG2 will now only play the riffs inside the green highlighted square – feel free to scroll the screen and swing the highlighted square up, down and across the screen for some mad mixing action. Had enough? Press the CANCEL button.

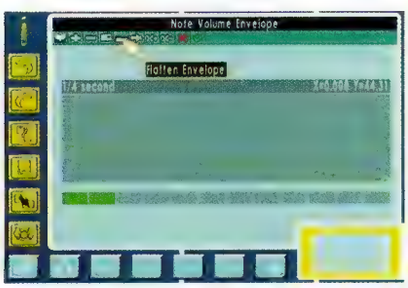
USING BOOKMARKS

These are so easy to use, and very handy on occasion. So, you're writing a song, and it's got a great intro bit right at the start, but you're at BAR 067 – quite a way into the song – and you want to do that intro bit again. First, put your pointer over the BAR number 067 and click on it – it turns yellow. Now scroll back to the top of the song, press SELECT and highlight the nice intro bit, press the MENU button to bring up the CUT/COPY/PASTE menu and click on 'Copy Selection'.

Your pointer now has the hollow outlines of the riffs you've just copied 'attached' to it. Now, at the top of the BAR column there's an Icon with piece of paper with the edge folded – move your pointer here and click. You've now jumped back to 067 ready to paste. This is great if you're jumping back and forth a lot in a song. If you want to get rid of a bookmark, just click on the yellow number and it turns white again.

EDITING ENVELOPES

There's also a handy tool when you're editing envelopes. Envelopes are those graph-style charts you get when you edit a note's stereo left/right position, or even the volume of a riff. For example, go over a riff, press the MENU button, now find the Riff Volume icon (a speaker on a rectangle) and click your ACTION button. Here's the graph-style screen we were talking about. This lets you fade a riff in or out, from start to finish. Let's say you don't want to fade it in, you just want to make the whole riff quieter. Just move your pointer over the small flashing white square and move it down to make it quieter. As you can see, this is going to fade the riff in, so to 'flatten' the envelope, there's a button at the top of the screen, called, you guessed it, 'Flatten Envelope'. This accurately sets the end to the start value. Once used, never forgotten...

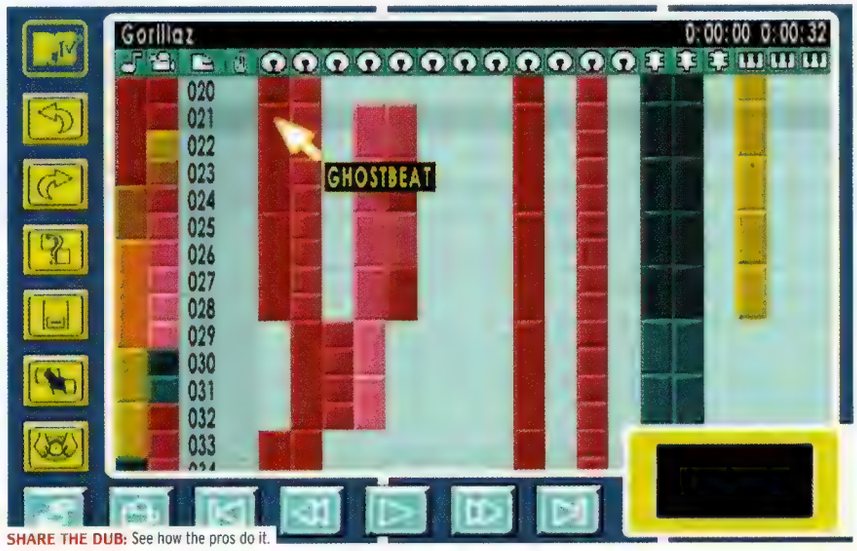


COMBINING SOUNDS

Combining sounds is all about letting sounds have their own musical 'space' and getting the volume levels right. For instance, playing a bass line and a melody using two low pitched samples would just confuse the listener – it would be hard to distinguish between the two parts. Having either part too loud could also drown the other part out. It's all a question of balance.

Also, think about the full spectrum of music – you've got bass and kickdrums at the low end, melodic sounds like synthesisers, keyboards and vocals in the middle, and bright or 'hissy' things like hi-hats and cymbals at the top.

A good tune will make use of the full spectrum. Hearing kickdrums and bass without anything else might get dreary after a while – even drum'n'bass has things plenty of hi-hats, snares, and so on, to brighten things up. Piano solos use the lower notes, middle notes and



SHARE THE DUB: See how the pros do it.

NEXT OF SKIN: Find the custom Jester skin.

higher notes to spread across the spectrum too. Listen to most music and you'll find a nice spread of even volume from the low bassy end of things up to the high treble.

Once you've written a song, listen to it over and over. Does anything stand out? Is anything too loud or grating on the ear? Try to hear each individual sound in the music. Listen for the percussion, listen for the bassline – this is a great exercise in breaking up your tune (and in fact anyone else's music) down to its component parts.

It can be tricky to start with, but it's worth persevering. In this way you can hear how famous acts have built their songs, how they use percussion, basslines and melodies, how they build up their music and keep the listener's feet tapping.

TIM'S EXPERT TIPS

The default controller configuration is great for beginners, but have you tried playing with the options to speed things up a little? It helps to keep pace with the flow of ideas.

Here at Jester Interactive, a lot of us use the following set-up...

Go to OPTIONS and then Controller Configuration;

POINTER Right Analogue
SCROLL D-pad
ACTION Right Analogue Button Press
MENU ⊗ Button
CANCEL △ Button
DELETE □ Button

Once you've been using the controller for a while it's also possible to speed that pointer up a bit too. Just go to OPTIONS and then Pointer Configuration;

Pointer Speed – 85%
Gravity Speed – 70%
Gravity Area – 35%

This make the pointer less 'sticky', making it move quicker toward switches and notes. With all the above changes, you should be zipping around the screen a lot faster.

We wouldn't advise you try these right away, though (unless you're particularly confident), get used to the package with the default settings first, then give 'em a try.

HIDDEN EXTRAS

While we're handing out helpful hints, we might as well confess two extra hidden features or 'cheats'.

The first is a skin thing. You might have seen a Jester skin in some of the reviews and screenshots and wondered where it is? As you've already discovered, it's not in the skin selection option. So, to see the Jester in all his glory – scroll the track screen to position 999 (all the way to the bottom), go to the LABEL Track and enter a new label 'JESTER' (all capital letters). Now go to the skin selection screen and, hey presto, there's now a 'Jester Interactive' skin to choose.

The second is a bit of a boffin cheat. The video system allows you to animate things with 'Waves' (right-hand window in the video editor screen). Ever wondered what 'Wave 1' really was? No? Well, you can find out anyway. Go to the bottom of the screen again (position 999) and enter 'MATHS' into the label track. Now go back to the video editing screen and 'Wave 1' will now read 'Sine'. What use is this? If you've got GCSE maths, you can use these waves to better effect – for example, moving something one way using a Sine and another way using a Cosine makes it move in a circle. Ask someone with a gift for maths if you're really confused.

BOOKMARKS

Bookmarks (as mentioned earlier) can also be used to do flipbook animation. Silly, and nothing to do with writing music, but what the hell...

Just put a bookmark at BAR 001, BAR 014, BAR 028. Now go back to BAR 001 and paste a riff (any old riff) in the top-left of the screen. Go to BAR 015 and paste the same riff, then BAR 030 and paste the same riff. Now click quickly on the 'Bookmarks' button. The riff appears to move down the screen. Like we said, silly but a neat little trick.

You can add more 'frames' to your animation by adding more bookmarks at intervals of 14, and adding riffs into the song. Why not try having an animation of an old fashioned 'Space Invader' which actually plays back as a reasonable song? Or write your name down the screen using riff blocks?

NEXT ISSUE

Now Tim's guided you through some of the more advanced features of *MTV Music Generator 2*, why don't you send in *your* tips for creating those three minutes that'll propel you into Trevor Nelson's special box or on to the wall of every susceptible teenybopper in the land. We'll try 'em out and print the best you've got to offer. E-mail us at *PSM2@FUTURENET.CO.UK* or send your ideas to the usual address.

RED FACTION

PART 2 COMBAT GUIDE

The nefarious train ride, the mind-bending disguise section... we're taking *Red Faction* apart with C4 and surgical tweezers. Suit up, it's going to get messy.

AIM OF THE GAME

Last month, we unveiled the best weaponry and sharpest ways to tackle the opposition. This month, we're nailing the game's sticking points. If you're stuck, or being constantly ventilated by Mercs, our guide will comfort you like a smiley concrete minder with velvet hands. Even when you know what you're doing, some of these sections are hair-recedingly tough. Short of popping round your house, sharing a cuppa and playing the game ourselves, we can't make these combat heavy sections any easier – so you'll need to stay frosty. All we can advise is that you save after the tough bits. It's not what Doug Quaid would do but, then again, he's not *real* is he?

WHAT WE SAID...

PSM2 ISSUE #11 JULY 2001

"A slightly flawed game whose dizzying highs almost atone for the occasional glitch. An entertaining action adventure, though the sticking points prevent this from becoming a classic."

WHAT WE SAY NOW

It can be sofa-kickingly hard at times, which is the main reason for bringing you some emergency assistance

THE TOUGH BITS

Right, here goes. Starting in chronological order we've exploded the mysteries – and downright unfairness – of Ms Faction's top ten tough bits. If in doubt, consult our handy icon guide to help you load up the best weapons for each job. Just remember, reading these tips could spoil your enjoyment of the game. So to help, we've whacked warning signs on the biggest offenders. Though the game flows continuously, we've listed some level markers so you know where you are. We're good like that.

1 GETTING STARTED

Level 1 Section 1

WEAPONS NEEDED

12mm Pistol, Riot Baton

The start of the game is quite unforgiving. As soon as the riot kicks off, leg it up the tunnel until it branches to the right – leap the barrier and head straight until you find your colleague beating the guard. Nab the gun and head back where you came from – only shooting when guards are locked in your sights. As you move back the way you came, look out for the steam and any molten rock bubbling to the surface – this'll do you unnecessary damage. Move through the automatic doors, pausing occasionally to fleece guards for ammo. Keep moving until the loading screen.

1 Don't just hang around here...

2 Leg it over to the barriers, pronto.

TOP TIP

IMPROVE ACCURACY

Enter Options, Advanced Controls and increase the X and Y axis sensitivity to suit your preferences. For a more natural feel, keep the X axis more responsive than the vertical. If you fancy a challenge, crank the sensitivity up to max and disable the Auto-Aim function. Sorted.

2 THE VENTILATION SHAFT

Level 4 Section 3

WEAPONS NEEDED

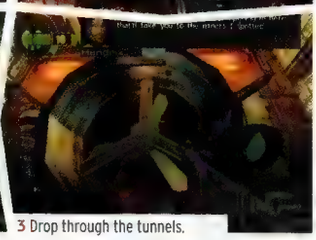
Remote Charges, Assault Rifle, Rocket-Launcher

A simple problem made tricky by bad level design. There're two ways to enter the ventilation shaft. Blow a hole in its side, or follow the gantry to the cavern wall, shin along the edge, and climb up the flow pipe – neither route is clearly marked. Negotiate the tunnels to reach the main chamber. Flick the switch on the upper level and drop onto the crucible – make sure you're comfortably inside. Jump off as it passes the first rotor fan. If you miss your opportunity, you get dumped way back in the level. Grrr.

1 Either slap a charge here...

2 Or climb up the back...

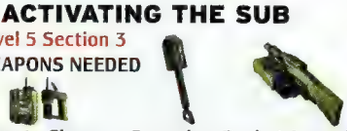
4 Leap out of the bucket here.


3 Drop through the tunnels.

3 ACTIVATING THE SUB

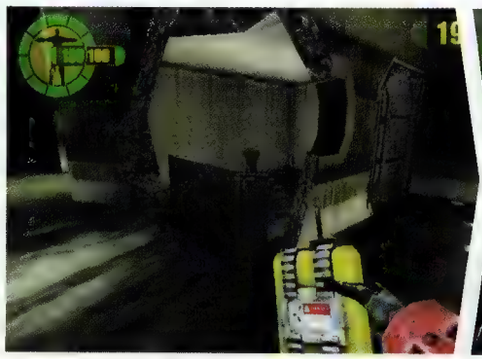
Level 5 Section 3

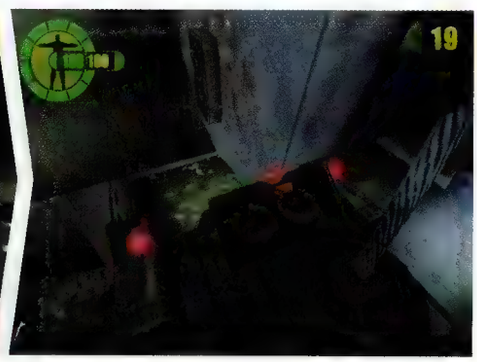
WEAPONS NEEDED



Remote Charges, Grenades, Rocket-Launcher

Bit of a swizz this, as you'll need explosives to do it sensibly. The control room door is shut, so blow a hole in the wall to reach the switch. If you haven't got explosives, you'll need to climb the scaffolding. It mightn't look possible, but you can scale the tower vertically and move across while hanging on your hands – akin to the fence climbing in Training mode. There's an emergency release switch on the side of the sub. Quite daft.





4 THE DISGUISE SECTION

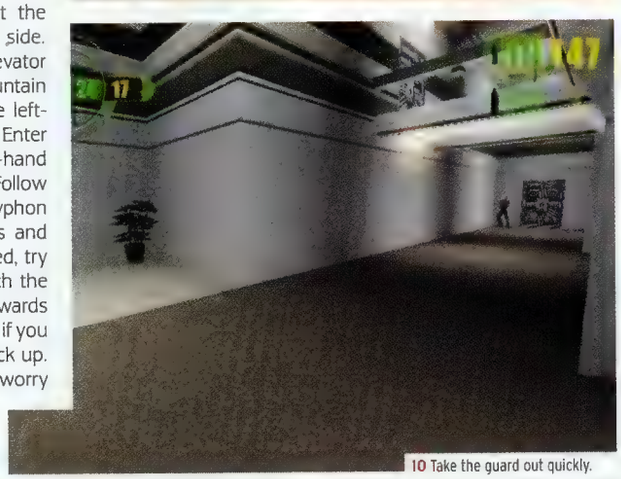
Level 6 Section 3

WEAPONS NEEDED

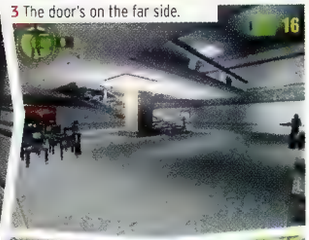
12mm Pistol

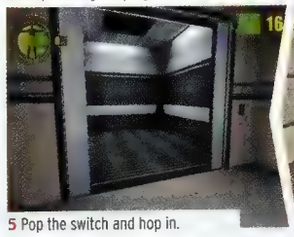
The monkey suit section is incredibly tough, because the guards spot you from inconsistent distances. As a general rule, stay as far from people as possible – even if it means a lengthy wait. Kill the janitor with a single silenced head shot – if you miss, he'll run away and trip the alarm. Now holster your weapon and head right up the main corridor. In the main hall, ignore the stairs and enter the door on the far right – but wait for the patrol guard to leave. Duck past the desks to the lift on the right-hand side. Save. Walk stealthily to the next elevator – ignore Hendrix. Save. In the fountain room, duck into the toilets on the left-hand side. Wait and kill the guard. Enter Gryphon's office. Take the right-hand hallway and descend the steps. Follow the corridor to the right and let Gryphon open the door – enter the stores and nab an envirosuit. If you get spotted, try to kill the people before they reach the alarm button. If all else fails, run towards the stores using ammo sparingly – if you run out, there's little chance to stock up. Gryphon's AI is hopeless, so don't worry if he lags behind.

1 Use the precision aiming.


10 Take the guard out quickly.

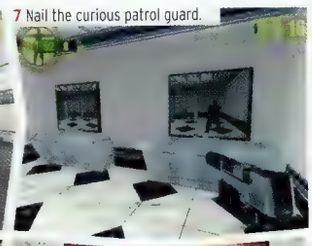
2 Keep moving, stay right.

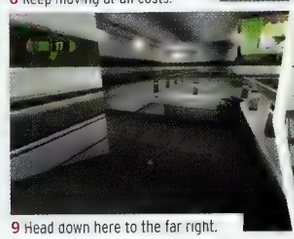

3 The door's on the far side.


5 Pop the switch and hop in.

4 Sneak to the far right side.

6 Keep moving at all costs.


7 Nail the curious patrol guard.


9 Head down here to the far right.

8 Rest while Gryphon chats away.

1 Medics often hold health packs.

5 CAPEK BATTLE

Level 11 Section 3

WEAPONS NEEDED

Assault Rifle, Sub Machine Gun, Shotgun

Victory hinges on a safe descent to Capek's laboratory. If you get hit, shoot the medic for a health pack. Save outside the door to Capek's sanctum. Once inside, mop up the guards quickly – there're two on the lower level and one each side of the gantry. Save again if you avoid getting hit. Capek appears when you shoot the last guard. He'll hover above the central column firing deadly lasers – just two hits will kill you. Strafe behind the lower-level ceiling supports taking potshots in his general direction. Use the Assault Rifle, or Sub Machine Gun, and don't try to be precise – if you stall, you *will* get hit. When Capek's shield collapses, get in close and repeat the strafe-shoot pattern until he croaks.

2 Shoot fast. Move fast. Repeat.

6 SPOILER CUT-SCENE AMBUSH HELL

Level 13 Section 3

WEAPONS NEEDED

Precision Rifle, Rail Driver, Rocket-Launcher, Shield, Assault Rifle

Equip the Riot Shield before you push the button to move the satellite. You'll absorb the Rail Driver shot after the cut-scene – dodging cheesy instant death. Run cat-like, and pick the Mercs off one by one with the Precision Rifle. Don't sit still for a second. When you've mopped up, set up camp outside the stairs and wait for the second wave of Mercs. Keep sending rockets and automatic weapon fire into the stairwell door – you'll nail 'em before they arrive. Use the Precision Rifle as you descend.

1 Equip the shield before this...

2 And it might save your life.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

7 THE TRAM RIDE

Level 14 Section 2

WEAPONS NEEDED

Precision Rifle, Rail Driver, Heavy Machine Gun

As soon as you see the tram tracks, leg it over to the right-hand side. Advance gingerly until you reach the door on your left. Pop the guy behind the door using the Rail Driver. When the Mercs flood out, run back – strafe – and pick 'em off from distance. Save. In the train, stay low and hide in the bottom left corner. When you stop at the first station, stay tight and use the shield, or pick off the Mercs through the wall with the Rail Driver. Save. When you're attacked by the passing train, keep strafing and nail the Rail Driver guys with your Precision Rifle – hang tight for the last stop. Save.

1 Keep strafing from this corner.

トラトップ TOP TIP

BEAT CAPEK. EASILY

As you chase Capek through the caves, wait until Eos says, "I'm coming up there to help you", and stop by the creature pit where steam vents upwards. Clear the area and follow the path to another pit of beasties. Kill 'em all, and look for a small crack in one of the cavern walls. Blast a hole to create a TINY pathway. You'll appear in a cave with a hole in the centre. In the middle of that hole is a circular pillar. Stand here to receive full health and armour, a fuel canister and – schmart! – the Fusion Rocket-Launcher. Follow the path to a dead end, where a monster lurks on the other side. Blast through for the waterfall leading to Capek's lair.

8 THE CONVEYOR BELT

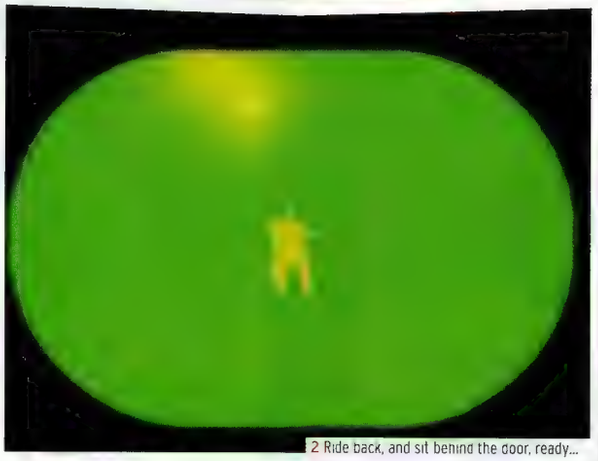
Level 15 Section 4

WEAPONS NEEDED

Rail Driver, Precision Rifle

As soon as you step on the belt, head backwards to the automatic door. Use the Rail Driver to pick off the advancing guards through the metal. Head back to the corridor. Wait until *both* guards have emerged round the blind bend and nail 'em with a quick rail blast. The guard round the right-hand bend will fire a rocket the second he sees you. Poke your nose around the corner and step back on the left side of the conveyor to retreat from the blast. Repeat three times. When the guard reloads, nail him with a precision rail blast – you can't afford to miss.

1 Leap down to the right-hand conveyor.



2 Ride back, and sit behind the door, ready...

9 SPOILER MASAKO SHOWDOWN

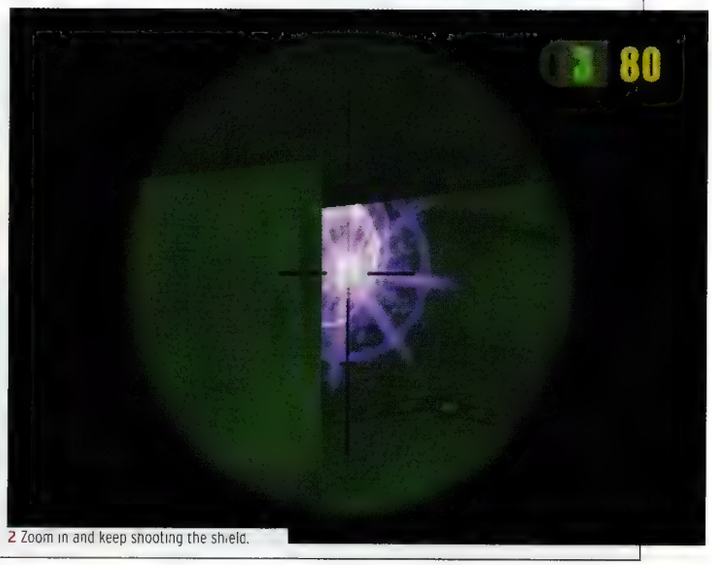
Level 20 Section 2

WEAPONS NEEDED

Precision Rifle, Rail Driver

It's relatively easy to shoot down Masako's fighter, so keep your ship close to the ground as it explodes – otherwise you'll drop from a height and lose energy. Don't fight Masako head on, but run to the back of the warehouse and climb onto the gantry. Target her energy shield with the Precision Rifle and stay out of range of the lasers. About 40 shots later she'll drop from the sky. Switch to the Rail Driver and try to pick her off with one key shot – patience is vital. If you can't get on the gantry, use the crates for cover and keep moving.

1 Use the ladder ahead to reach this gantry.



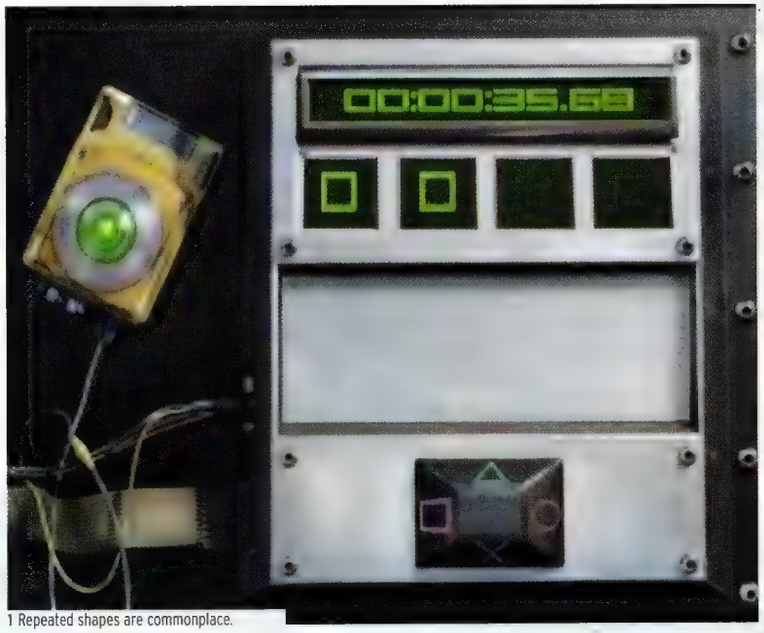
2 Zoom in and keep shooting the shield.

10 SPOILER DEFUSING THE BOMB

WEAPONS NEEDED

None

Save as soon as you find Eos. The defuse code is randomly generated, so grab a friend to help you out. Basically, you've got to tap out a sequence using the ⊗, △, ○ and □ buttons – the first part of the code uses four shapes, while the second uses seven. Only correct button presses will register, so you know when you've got it right. An incorrect symbol will start the sequence again. Stay cool at all costs. Repeated symbols are common, so don't be surprised to find three ⊗s in a row, for example.



1 Repeated shapes are commonplace.

FIVE ESSENTIAL MINI-HINTS

1 In the Worm Food section, don't let the dead worm fall on you.
2 Dressed as a doctor, you'll need to work *back* through a loading section to complete the organ delivery and collect the passcard.
3 Alternatively, ignore the doctor's uniform and wade through all guns blazing – just kill the administrator for the passcard. Easy.
4 In the Aesir fighter approach to Masako's lair, don't kill any Mercs in the first hall – stay high and no ships will come to intercept you.
5 To destroy the shuttle reactor, you need to flip switches on the bottom *and* top of the reactor. Bottom switch first.

NEXT ISSUE

With our razor-edged tip bullets, you should be well on your way to completing the single player game by now. So, in the next mammoth issue of PSM2, we'll be chaining ourselves to our office consoles to bring you unmissable multi-player hints and secrets for each level. Can you afford to miss it? No, you can't. Come with us if you want to live.

Quality Control

Gamester Dual Force™ 2 Steering Wheel and Joypad
Gripping stuff for PlayStation 2

Get your hands on the best-selling Gamester Steering Wheel or Joypad and you'll immediately feel the difference. And not just from the fantastic Dual Force™ 2 rumble feedback, either!

Grab those tactile, rubber grips. See how the 15 analogue command buttons and racing-style gear-change paddles fall just right to put raw power at your fingertips. Check out the analogue pedals for progressive braking or acceleration, the single mode switch for Analogue, Digital or NegCon, plus the durable build quality and sleek ergonomic lines of games controllers that are designed and engineered to put **you** firmly in the hot seat. Then take a deep breath, switch on and go... ***Perfect for PSone gamers, too!***

Stay ahead of the game. Race to your nearest games retail store now! or visit

www.radicauk.com

PLAYSTATION IS A REGISTERED TRADEMARK OF SONY COMPUTER ENTERTAINMENT INC.

GAMESTER

THE UNFAIR ADVANTAGE

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

CRAZY TAXI

PART 2 PRO STRATEGY

Stuffed as to what to do with your leisure time now you've made a mint in Arcade mode? Perfect your insane driving in Crazy Box.

CRAZY TAXI

AIM OF THE GAME

Last issue was all about making the grade and making the money. This time we'll bring you the second part of our PSM2 guide to squeezing every last drop of playability from this fun, but short, arcade racer from Acclaim.

As you work through Arcade mode you'll be introduced to the various special moves that are essential to nailing the 16 challenges in Crazy Box. So, you'll be familiar with Dashes, Drifts and Stops, but here's where your reflexes have to be at their sharpest. The learning curve is gentle enough, so take a bit of time getting used to your new skills in the earlier – and easier – tests of your urban driving ability. Believe us, the last few challenges are murder – you'll save yourself the price of a new DualShock 2 and a window if you practice.

WHAT WE SAID...

PSM2 ISSUE #10 JUNE 2001

"Given its Sega credentials *Crazy Taxi* provides a huge dose of action. Undeniably an addictive arcade hoot, but the fun is definitely short-term."

WHAT WE SAY NOW

We've thrashed everything to death in the Arcade modes, but we still keep coming back to the Crazy Box – those skill tests are ace. We were right about the main game's longevity, then.

80

PURE MINI-GAME MADNESS

Crazy Box is a great place to get to grips with the basic manoeuvres of the game. And without being able to perform Crazy Dashes, Crazy Drifts and Crazy Stops on demand you may as well not bother even starting the main game.

As well as providing a training ground to hone your skills and adding some much needed longevity to the main game, the Crazy Box games bring another bonus too. If you complete all the events here then you'll be rewarded with the Crazy Bike. It's a rickshaw-type alternative to the trusty yellow taxis that dominate the rest of the game. Bizarre.

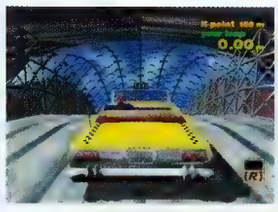
TOP TIP

BIG BANGERS

Make sure that you take full advantage of the indestructible nature of your car. Smashing into walls at an angle can be a quicker way of turning then slowing down.

1.1 CRAZY JUMP

The aim of the first – and by far the easiest – Crazy Box event is to get your car to jump at least 150 metres off a ski ramp-like contraption. However, the only way you can get your car moving quickly enough to fly through the air in a manner which would make Moby Jones turn green with envy, is to perform a Crazy Dash. The simplest way to do this from a stationary position is to quickly flick the car into drive (◎) from reverse (⊗) and then, almost simultaneously, squeeze the accelerator (R2). When you manage to do this correctly the car will shoot forward and the joypad will rumble.



1.2 CRAZY FLAG

Simply Crazy Dash your car down to the flag – which lies at the end of an extraordinarily narrow and straight beach – before the timer expires. Indeed, the only thing that could be described as remotely tricky here, is that you need to turn your car round before you can start racing to the flag. Although a straightforward turn will do it, you may as well start practicing turning sharply at speed – Crazy Drifts – now. To perform a Crazy Drift simply switch as quickly as you can from drive to reverse to drive – try rolling your thumb over the buttons – while hitting the accelerator and pushing hard ← or →, depending on which direction you want to travel in.

2.1 CRAZY DRIFT

This event will teach you how to do Crazy Drift combos while enabling you to perfect the technique of drifting. To complete the game all you need to do is perform 15 Drifts. The large flat areas are the best places to do this, so head full pelt at the grassy knolls in the centre of the game arena and then perform a Crazy Drift. And remember the faster you go, the more your car will spin and the more Drifts you'll rack up in one go. If you're good you should be able to reach 15 Drifts in just two attempts. We managed it in one.

1.3 CRAZY BALLOON

So you've practiced your Crazy Drifts and done your Crazy Dashes to death... Guess what's coming next? A chance to put both skills together. In this mini-game you have to zip around the course popping all the balloons against a fairly generous time limit. To do it you'll need to pull off plenty of Crazy Dashes to up your speed and Crazy Drifts in order to turn sharply enough to keep within the play area, but really this should pose you no real problems.

1.S CRAZY BOWLING

The goal here is to knock 70 pins over before the clock runs down. As there're only seven sets of pins this is no easy task. To make matters worse they're liberally spread down a road that twists evilly. In order to complete this task then, you'll need to Crazy Dash towards each set of pins and then Crazy Drift into them. By hitting the pins side on you'll always be ready to roar right at the next set of these fairly troublesome skittles. Make no mistake, though, this is a game that demands real precision and if you're really having trouble, try perfecting your Crazy Drifts in the, er... Crazy Drift game (2.1) before coming back to Crazy Bowling.

2.2 CRAZY TURN

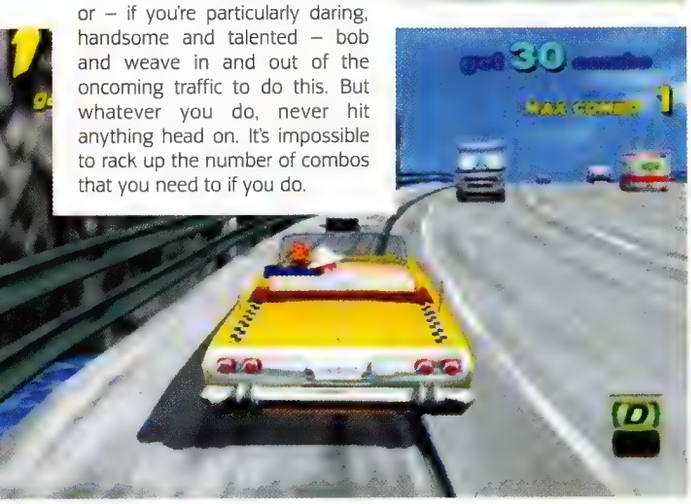
Almost an identikit of the Crazy Bowling game. The Crazy Turn track is little more than series of straights with U-turns at the end of them. To complete the course in the time limit you have to perform Crazy Dashes up the straights and, yes, Crazy Drift round the U-turns remembering to correct any oversteer as you shoot out of the corners. Unlike the bowling game though, there is some leeway here, as it's possible to finish the course having missed the odd Crazy Dash or Drift.

3.2 CRAZY JAM

This is the first mini-game to let you loose on the road proper. And while it works like a basic level from the main game you do need to master the Crazy Drift Stop in order to ensure that you're always facing the correct direction after picking up or dropping off a customer. Of course, now there're other cars to bump into you'll also have to avoid time-guzzling collisions too

S.1 CRAZY THROUGH

Another easy mini-game that requires you to get a 30-hit Crazy Through combo. Either ride the hard shoulder, stick to the centre line, which is slightly more tricky, or – if you're particularly daring, handsome and talented – bob and weave in and out of the oncoming traffic to do this. But whatever you do, never hit anything head on. It's impossible to rack up the number of combos that you need to if you do.



2.3 CRAZY BOUND

Mmm... here's a tricky one. Race your taxi from platform to platform via the ramps. This means Crazy Dashing over platforms and then Crazy Drifting like mad when you land – to stop yourself from flying off the platform and to line yourself up with the next ramp. It's not an easy stage as it demands that you have the car under total control. It is, for example, possible to go *too fast* over the ramps as well as too slowly. If you find yourself losing control try Crazy Stopping (shifting the car into reverse and braking at the same time), or, even, Crazy Drift Stopping (a Crazy Drift followed by a Crazy Stop).

2.S CRAZY ZIGZAG

Another unbelievably evil one. This is basically a culmination of the previous two stages (Crazy Turn and Crazy Bound). Which means razor sharp turns lie in wait at the end of floating platforms. At least the game does give you a hint as to where you should begin your Crazy Drifts – guidelines are marked on the road – although it must be said that you'll quickly grow to hate this pier as the time limit is exceedingly tight and there's no margin for error, whatsoever.

S.2 CRAZY PARKING

This mini-game has you driving a single fare up the many levels of a parking garage. You just need to Crazy Dash along each level and then Crazy Drift around the corners. And that's it.

TOP TIP

TIP OFF

The best way to ensure that your customers slip a bit of extra change your way is to come to a halt by performing a Crazy Stop or, even better, a Crazy Drift Stop.

3.1 CRAZY RUSH

You need to get five customers to their drop-off points against a time limit. And as you may have guessed from the game title, the time limit is extremely tight. Basically, this stage works a little like a shuttle run. You have to keep returning to a central point to pick up passengers before running off to where they wish to go, before returning to the middle to pick the next passenger up. The key to success here is mastering the Crazy Drift Stop, as without being able to stop and turn on a sixpence you'll find it impossible to make the sharp changes in direction required.

3.3 CRAZY POLE

After the rigours of the last few events, this is surprisingly simple. It's a kind of a relay race, where the passengers are the baton. Ahem. All you have to do then is drive from one pole, alternately a pick up and drop off point, to another in a fairly generous time limit. Easy, eh?

S.S CRAZY ATTACK

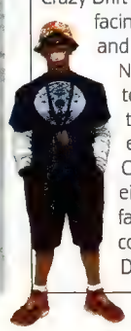
The final Crazy Box game is the toughest but, wahey, gives the greatest sense of satisfaction. In this one, you're placed in the Arcade mode, which you must complete within four minutes. Fair enough you may think, except that this time there are no arrow or destination markers... This means the only way that you have of checking that you are on the right track are the checkpoints themselves. Remember though, that you don't actually have to go anywhere in particular, you just have to get around the Arcade City in those four minutes. It's tough, but far from impossible.

3.S CRAZY ZIGZAG 2

The second Crazy Zigzag event is one of the hardest in the game. You have a carload of people and, surprise, you need to drop them off. The problem is, the drop-off points are exceedingly small and placed in precarious places. The Crazy Drift Stop and Crazy Stop are imperative. Tapping your brakes before starting the slide helps slow you down too. But like we said, it's rather tricky.

S.3 CRAZY PARTY

Pick up seven people from around a huge arena and then take them all to the same destination. So, first of all head left from the start to the fella near the telephone box. Next Crazy Dash to the bloke by the boxes on the right of the jump. Now head up the spiral tower with the bowling pins and do a Crazy Drift Stop to pick up the third fare and end up facing towards the car park. Fly off the edge and Crazy Drift into the man in the car park. Next head up the other spiral ramp. Aim to Crazy Drift Stop just as you reach the top to pick up the fifth passenger and end up facing the jump up to the terrace. Crazy Dash up the ramp and Crazy Drift either right or left, stopping on the spot facing the customer on the opposite corner of the terrace. Get him and Crazy Dash towards your final destination. Easy.



PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

TIPS INFERNO

ACCESS ALL AREAS

Looking for a way to extend your games' shelf-life? PSM2 invites you into our titanium-lined tip vault. Just shut the door on your way out.

If you've missed an issue of PSM2, here's where you'll find cheats for those already classic titles – as well as the ones you picked up from the bargain bin.

A

ARMY MEN: BLADE'S REVENGE

Unlock Every Level
Go to the password screen and enter the following combination – it's the code for level 20, so it'll unlock all the others.

↑, ⊗, ◎, ↑, ←, □, ◎, ⊗.

ARMY MEN: SARGE'S HEROES 2

Scrape a bit of entertainment out of this plastic mess with some handy cheats. Just enter them as passwords.
FREEPLAY – Level select
NODIE – Invincibility
GIMME – Every weapon
NOSEEUM – Invisibility
SHORTY – Mini mode
IMHUGE – Big mode

ATV OFFROAD FURY

Expert mode
Select pro-career mode, then enter 'ALLOUTAI' as a name. If you entered the code correctly, the game will return to the name entry screen.

1000cc Quad ATV
Successfully complete pro-career mode.

D

DEAD OR ALIVE 2

Unlock Characters
To get Bayman – complete Story mode with every character.
To get Tengu the Mountain Demon, collect ten stars in Survival mode.

CG Gallery
Complete the game with five characters to ogle the ladies in the *DOA2* gallery.

F

DYNASTY WARRIORS 2

Get Every Character
Unlock all of those moustache-twirling warlords by going to the title screen and entering: □, L1 x5, R2, R2.

FANTAVISION

Full double shot power-up
Pause the game and press ↑, ↑, ↓, ↓, ←, →, ←, →, □, △

Full laser shot power-up
Pause the game and press ↑, ↑, ↓, ↓, ←, →, ←, →, ◎

FIFA 2001

EA All-star team
At the team selection screen, highlight the Arsenal team, then hold START and press ◎ to play as the EA all-star team.

G

GAUNTLET: DARK LEGACY

Magic Names
To get any of the effects below, just enter the bit in capitals as your name. Obviously, you can only use one of them at a time.

$10,000 Gold each level – **10000K**
9 potions and keys each level – **ALLFUL**
Invincible Character – **INVULN**
Invisible Character – **000000**
Floating Character – **1ANGLI**
Big Character – **DELTA1**
3-Way Shot Character – **MENAGE**
Turbo Character – **PURPLE**
Extra Speedy Character – **XSPEED**

K

KENGO

Play As A Student
Hold down L1+R2+L1+L2 when you select a character – different characters will result in different students.

KNOCKOUT KINGS 2001

Secret Characters
Enter the following names in Career mode to unlock B-list DJs and American sporting heroes to pummel.

MECCA – Ashy Knucks
AUSTIN – Ray Austin
NELSON – Trevor Nelson
JGIAMBI – Jason Giambi
HATCHER – Charles Hatcher
OSUNA – Bernardo Osuna
DEFIAGBN – David Defiagbon
MRBARRY – Barry Sanders
ZITO – Chuck Zito
BOSTICE – David Bostice
DEMART – David Demarti
JBOTTI – John Botti
JRSEAU – Junior Seau
OWNOLAN – Owen Nowlan
STEVEF – Steve Francis

M

MOTO GP

Race as Klonoa
Win Challenge 22 to unlock everyone's favpurite bigged-eared cat, Klonoa, as a rider.

MDK2 ARMAGEDDON

Won't somebody think of the children?

Naked Kurt
From the main menu, hold R2+L2, then press □, □, △, □

Doc's Fart
While holding R2+L2, click down on both the analogue sticks with Dr Hawkins.

N

NASCAR 2001

There's plenty to unlock in this turgid racer – if you're patience.

Treasure Island track
Win a season on the veteran difficulty setting.

Black Box Classic car
Win the Short Track Challenge.
Black Box Exotic car
Win the Half Season.

EA Sports car
Win the Road Course Challenge.

EA.com car
Win the Superspeedway Shootout on either the veteran or legend difficulty settings.

NBA HOOPZ

Press Turbo (□), Shoot (⊗) and Pass (◎) during the pre-match screen, and the on-screen symbols will change. Hit the buttons the number of times shown, then press the D-pad in the direction indicated to enable each cheat.

Effect	□	⊗	◎	Direction
Beach court	2	3	4	←
Away uniform	2	4	6	→
Show hotspot	1	1	0	↓
ABA ball	1	1	1	→
Granny shots	1	2	1	←
No fouls	2	2	2	→
Big heads	3	0	0	→
No hotspots	3	0	1	↑
Infinite turbos	3	1	2	↑
Street court	3	2	0	←
Tiny heads	3	3	0	←
No goal-tending	4	4	4	←
Tiny players	5	4	3	←
Play as Dr Atomic	5	4	4	←

O

ONI

During gameplay, press the SELECT button, then highlight the Select button in the menu. Now enter the following codes. You should hear a sound to confirm you've entered them correctly.

Change Character
R2, L1, R2, □, ◎, □, R2, R2, L2, R2

One Shot Kills
R2, L1, R2, □, ◎, □, ↘, ↘, ◎, □

Unlimited Health
R2, L1, R2, □, ◎, □, ↘, ↘, ↘, ◎

Power punches
R2, L1, R2, □, ◎, □, ↘, ↘, ◎, □

Tiny wee characters
R2, L1, R2, □, ◎, □, ↘, ↘, □, ◎

Unlimited Phase Cloak
R2, L1, R2, □, ◎, □, L1, ↘, L2, ↘

Big Head Mode
R2, L1, R2, □, ◎, □, □, ◎

Unlimited Ammo
R2, L1, R2, □, ◎, □, R2, R2, L1, ↘

Huge Characters
L2, L1, R2, □, ◎, □, ↘, □, ◎, ↘

R

RAYMAN 2: REVOLUTION

Extra Bonus Mini-Games
From the Press Start screen, press START. Now, select your language. Next, select Options. Then choose Language. Select Voices and Highlight Raymanian – *without* validating it. Now, press and hold L1 + R1 and enter L2, R2, L2, R2, L2, R2.

RC REVENGE PRO

Enter the following codes at the main menu.

Unlock Every Vehicle
L1, L2, R1, R2, □, ◎

Unlock Every Track
L1, R1, R2, □, ◎

READY 2 RUMBLE: ROUND 2

Fat boxer
→, →, ↑, ↓, →, R1, R1, R2.

Skinny boxer
→, →, ↑, ↓, →, R1, R2.

Zombie boxer
←, ↑, →, ↓, R1, R1, R2.

Unlock Everything
At the Character select screen press:
←, ←, →, R2, ←, →, →, R1, R1, R2

All the characters, holiday outfits and champion outfits will be unlocked – just press □ to flick through them.

Fast Mode
At the character screen, enter: →, →, ↑, ↓, →, R1 x5, R2.

Full RUMBLE Meter
During the game, pause it and enter:
R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R2, ←, →, ↑, ↓.

Start at Final Match
At the character screen, enter: R2, ↓, →, ↑ ←, R1 x6, R2, R1, R1, R2

RIDGE RACER 5

Duel Cars
To get some extra roadsters for the Free Run, Duel and Time Attack modes, you have to finish first in Duel mode on the following races – unlock them by beating the times marked with a 'D' in Time Attack.

'50s Super Drift Caddy – Danver Spectra
Devil Drift – Rivelta Crinale
Super Grip VW Beetle –

Solort Rumeur
McClaren F1 Clone – Kamata Angelus

S

SILENT SCOPE
See the world through rose-tinted goggles, or just make things harder for yourself.

Pink Mode
←, →, →, ▣, △

No Scope
←, ↓, ←, ▣, ←, ↓, ←, ▣

No Enemy Cursor
←, ←, ←, ←, →, ↓, ↑, →

No Crosshair
→, →, →, ▣

Exchange life for time
Pause the game in arcade mode and press ↑x2, ↓x2, ←, →, ←, →, ⊗, ◎. You'll lose half a life-segment, but gain five seconds.

Exchange time for life.
Pause the game in arcade mode and press ◎, ⊗, →, ←, →, ←, ←, ↓x2, ↑x2. You'll lose five seconds off the clock, but get an extra half life-segment.

100 challenge mode
Successfully complete all nine outdoor shooting range challenges to unlock 100 challenge mode.

SILPHEED
All weapons
Enter 'XACALITE' as a name to begin Stage One with all nine weapons available.

SMUGGLER'S RUN
Lose those pesky coppers with some super-villain chicanery.

Invisibility
Press R1, L1, L1, R2, L1, L1, L2.
Lighter cars
Press L1, R1, R1, L2, R2, R2.

Increase time
Press R1, L1, L2, R2, →, →, →.

Decrease time
Press R2, L2, L1, R1, ←, ←, ←.

No gravity
Press R1, R2, R1, R2, ↑, ↑, ↑.

SSX
Once again, we'd like to point out that using these codes takes you one step closer to spending eternity in Hades being goaded by malevolent imps. Still, if you *want* to ruin the game, go to the Options menu and hold all four shoulder buttons while you enter the following codes:

Maximum Stats
⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ▣.

Unlock It All
↓, ←, ↑, →, ⊗, ◎, △, ▣
Every Track, Outfit, Board and Character will be unlocked, and you'll have ruined hours of fun for yourself. Happy?

And one that doesn't deserve instant spear-gun retribution…

Running Man Mode
▣, △, ◎, ⊗, ▣, △, ◎, ⊗
Look at him run!

STAR WARS: STARFIGHTER
Most of these cheats are available for completing certain levels – but if you can't be bothered, just enter the text in capitals on the Codes menu.

Unlock everything – **OVERSEER**
Invulnerability – **MINIME**
Secret spaceship for bonus missions – **BLUENSF**
Multi-player levels – **ANDREW**
Default screen – **SHOTS, SIZZLE, or HOTEL**
Enemy ship gallery – **SHIPS**
Spaceship and cast pictures – **HEROES**
Pre-production art – **PLANETS**
Director mode – **DIRECTOR**
Reversed controls – **JARJAR**
Disable cockpit displays – **NOHUD**
See the team – **TEAM**
Pictures of Simon – **SIMON**
James' day at work – **JAMES**
A message from the programmers – **LTDJGD**

STAR WARS: SUPER BOMBAD RACER
Darth Vader
Win the Gold Cup in the Galaxy circuit race as Anakin to unlock Darth Vader and his Tie Interceptor.

AAT battle tank
Press Circle, Square, Circle, Square at the main menu. A message will confirm that you've entered the code correctly.

Unlock Galaxy Circuit
Play through each individual race and finish in the top three. After that, you'll be able to play on the tricky Galaxy circuit.

Unlock Reverse Mirror Tracks
To unlock the option to race the tracks in reverse, you'll need to complete the Galaxy Circuit with any character and receive a gold medal.

Everybody is a Kaadu
At the main menu press L1, R1, L2, R2. You will get the message 'Poof! Everybody is a kaadu!' When you race, all the racers turn in to Nabooien Kaadu on flying tread mills.

Boba Fett
Press ▣, ◎, △, ◎, ▣ at the main menu.

SUMMONER
Select the Credits option from the main menu, then press ⊗ while they're being displayed to see a D&D parody.

SUPER BUST-A-MOVE
Enter these codes after the game loads and when the Push Start screen's show.ng. An icon will appear in the top-left hand corner of the screen to confirm that you've entered the code.

Unlock More Levels
△, ←, →, △

Unlock More Characters
△, →, ←, △

SWING AWAY GOLF
All golfers
At the main menu, press R2, R2, L2, R2, ↑, →, ↓, ←, L1, R1 to unlock all the characters in Stroke Play mode.

T

TEKKEN TAG TOURNAMENT
Tekken Bowl
When you've unlocked Ogre – by completing the game 10 times – you'll also be able to play *Tekken* Bowl. Try curving the ball hard to the left to knock out Dr Boskonovitch.

Jukebox mode
Score 200 points or more in *Tekken* Bowl, and you'll be able to select the music that plays during your games.

THEME PARK WORLD
Everything Free
To stop those big rides draining your cash, input the following sequence eight times in a row…
←, ↓, ⊗, ◎.
Unfortunately, you won't be able to do any research while the cheat's activated.

TIMESPLITTERS
Completing Cyberden
Stuck on the Cyberden level? Go up to the red control panel in the room overlooking the launch pads. Pressing ⊗ unlocks a door that'll let you onto the launch pads – which is where you'll find the floppy disc.

Hidden Extras
Completing each stage on each difficulty level nets you a reward – but so does doing it within a strict time limit.

KEY
AL: Arcade Level
PC: Playable Character
C: Cheat
B: 'Bot
BS: 'Bot Set

EASY
1935 Tomb
Complete: Cultist (PC)
Timed secret: Paintball (C)
58.5 seconds

1970 Chinese
Complete: Chinese Chef (PC)
Timed secret: Chinese Waiter (PC)
1 minute 9.6 seconds

2005 Cyberden
Complete: Badass Cyborg (PC)
Timed secret: Siamese Cyborg (PC)
48.4 seconds

1950 Village
Complete: Period Horror (BS)
Timed secret: All Heads Detachable (C)
27.2 seconds

1985 Chemical Plant
Complete: Usual Suspects (BS)
Timed secret: Male and Female SWAT (PC)
28.4 seconds

2020 Planet-X
Complete: Space Opera (BS)
Timed secret: Green Alien (PC)
49.8 seconds

1965 Mansion
Complete: Horror Shocker (BS)
Timed secret: Big Heads (C)
55.1 seconds

2000 Docks
Complete: Law and Order (BS)
Timed secret: Male and Female Soldier (PC)
1 minute 12.2 seconds

2035 Spaceways
Complete: Unlock Challenge Mode
Timed secret: Red Alien (PC)
1 minute 2.3 seconds

NORMAL
1935 Tomb
Complete: Graveyard (AL)
Timed secret: Priestess (PC)
2 minutes 33.9 seconds

1970 Chinese
Complete: Site (AL)
Timed secret: Gun Sounds (C)
2 minutes 33.2 seconds

2005 Cyberden
Complete: Streets (AL)
Timed secret: Tuxedo Cyborg (PC)
1 minute 35.1 seconds

1950 Village
Complete: Castle (AL)
Timed secret: Hick Hyde (PC)
1 minute 14.9 seconds

1985 Chemical Plant
Complete: Bank (AL)
Timed secret: Infinite Ammo (C)
55.1 seconds

2020 Planet-X
Complete: Spaceship (AL)
Timed secret: Float Alien (PC) and (B)
1 minute 32.0 seconds

1965 Mansion
Complete: Mall (AL)
Timed secret: Overall Mutant (PC)
1 minute 32.8 seconds

2000 Docks
Complete: Compound (AL)
Timed secret: Big Hands (C)
1 minute 29.5 seconds

2035 Spaceways
Complete: Warzone (AL)
Timed secret: Female Alien (PC) and (B)
1 minute 4.5 seconds

HARD
1935 Tomb
Complete: Eyes Mummy (PC)
Timed secret: Teeth Mummy (PC)
2 minutes 19.0 seconds

1970 Chinese
Complete: Suit Hoodlum (PC)
Timed secret: Mr. Big (PC)
6 minutes 4.7 seconds

2005 Cyberden
Complete: Female Cyborg (PC)
Timed secret: Enemy Rockets (C)
1 minute 52.9 seconds

1950 Village
Complete: Fishwife Mutant (PC)
Timed secret: Insect Mutant (PC)
2 minutes 17.7 seconds

1985 Chemical Plant
Complete: Lumberjack (PC)
Timed secret: Malehood (PC)
2 minutes 34.0 seconds

2020 Planet-X
Complete: Pillar Alien (PC) and (B)
Timed secret: All Characters Headless (C)
2 minutes 29.3 seconds

1965 Mansion
Complete: Priest Mutant (PC)
Timed secret: Girl Zombie (PC)
1 minute 33.1 seconds

2000 Docks
Complete: Gasmask Soldier (PC)
Timed secret: Shock Trooper (PC) and (B)
2 minutes 39.0 seconds

2035 Spaceways
Complete: Spaceways Stewardess (PC) and (B)
Timed secret: Small Heads (C)
2 minutes 54.5 seconds

And here's what completing each challenge unlocks:

1-A The Living Dead (BS)
1-B Green & Brown Zombie (PC)
1-C Police, Skull, & Jacket Zombie (PC)
2-A Duckman (B)
2-B All enemies are Ducks (C)
2-C Duckman Drake (PC)
3-A Robofish (B)
3-B All enemies are Robofish (C)
3-C Robofish (PC)
4-A NOTHING
4-B Enemys all throw bricks (C)
4-C Brick available as a weapon
5-A The Impersonator (B)
5-B All enemies are Impersonators (C)
5-C The Impersonator (PC)
6-A NOTHING
6-B Gasmask SWAT (PC)
6-C Veiled SWAT (PC)
7-A Ginger (B)
7-B All enemies are Gingerbread Men (C)
7-C Gingerbread Man (PC)
8-A Farrah Fun-bunny (B)
8-B All enemies are Bunnies (C)
8-C Farrah Fun-Bunny (PC)
9-A TimeSplitters (BS)
9-B TimeSplitter #2 (PC)
9-C TimeSplitter #1 (PC)

U

UNREAL TOURNAMENT
For a distinctly unsporting advantage…

Level skip
Pause the game and press ↑, ↓, ←, →, →, ←, ◎.

Level select
Save the game and return to the main menu. Select the 'Resume Game' option, then highlight the previously saved game and press ↑, ↓, ↓, ↑, ←, ↑, →, ↓.

Invincibility
Pause the game and press ▣, ◎, ←, →, ◎, ▣.

Maximum Ammunition
Pause the game and press ←, →, ◎, ◎, ◎, →, ←.

Alternatively, for some comedy mutators…

Unlock Stealth Mutator
Press ▣, ▣, ◎, ◎, ▣, ▣, ◎, ◎.

Unlock Fatboy Mutator:
◎, ◎, ◎, ↑, ↓, ↓, ↑, ◎, ◎, ◎.

X

X SQUAD
Promotion
At the main menu, type in this combination and you'll hear a sound.
Lieutenant: R1, R2, L1, R2
Captain: ◎, L1, ◎, L1, △, R2
Major: R2, ▣, R2, △, L1, ◎, R1
Colonel: △, ▣, ◎, ▣, △, ◎
General:
L1, L1, L2, L2, R1, R1, R2 L2
Master of X Squad:
◎ (x4), △, ▣ (x4)

Z

Z.O.E.
Versus Mode
Complete the game on any difficulty to get a Versus mode with five orbital frames and most stages. Complete it again, and you'll get the remaining two frames and stages. Get an 'A' rating for different music.

Access All Areas gets a buff and polish every issue – we add the cheats that stretch that little bit more out of your titles. If you've got a game that you'd like to batter more out of get in touch at the usual address.

Confused by that huge, whirring chunk of black plastic in the corner of your living room? Let Floyd and Bubba-Joe show you how it works.

PSM2 CLINIC

#02: SOUND

SOUND OF THE SUBURBS

So, you've got a crystal-clear picture and a sackful of games. The next obvious step? A speaker system that'll scare the cat, annoy the neighbours and make your teeth vibrate. Unfortunately, most of the ones you'll see in the shops are covered in confusing acronyms – some of which don't actually mean anything. Let the grease-monkeys get you wired for sound.

CABLES

First things first. If you were paying attention last issue, you'll already be using an S-Video or RGB SCART cable to attach your TV to your PS2. Either of these will include left-channel and right-channel sound which you can hook up to your hi-fi. If you're still using the TV aerial, though, all is not lost – you can still use an AV Adaptor to let you hook up your PS2 to a set of speakers. And if you're on the market, you'd better look out for the following...

RMS POWER

Stands for Root Mean Squared – which, strictly speaking, is a term that only applies to Volts or Amps, and not Power. Still, it's the industry-standard term for how much power a speaker can supply, and the best guide to what you're actually getting.

What to look for: For your PS2, about 10W is fine.

PMPO

Or Peak Music Power Output. This is the power that a speaker can supply for short periods – often as little as 10ms. Unfortunately, unscrupulous types can use this to advertise a much higher power output than their speakers can reasonably handle, in order to fool power-hungry punters. It's entirely possible, for instance, to get a set of speakers boasting 480W which won't work above 5W without horrible distortion.

What to look for: General rule of thumb – *ignore* it.

Got a technical query about PS2? Then you need the PSM2 Clinic's help. Get in touch at: PSM2 Clinic, PSM2, Future Publishing, 30 Monmouth St, Bath BA1 2BW. Floyd and Bubba-Joe thank you.

MUSIC POWER

The term least likely to upset engineers. This is the peak power that an amplifier can supply, but it's usually less wildly exaggerated than the PMPO. If the speakers use a regulated power supply, or one with a *lot* of excess power, this figure will be almost the same as the RMS. Otherwise, the system probably uses a capacitor that's too small – so, for instance, a 90W (RMS)/100W (music power) amp won't actually sound any louder than a 90W (RMS)/90W (music power) one.

What to look for: Similar RMS/Music Power ratings.

FREQUENCY

Frequency Response refers to the range of frequencies between which your speakers will suffer from minimal distortion.

What to look for: Top-end speakers will have a response of 5Hz–50KHz, but games don't need anything much more sensitive than 150Hz-20KHz.

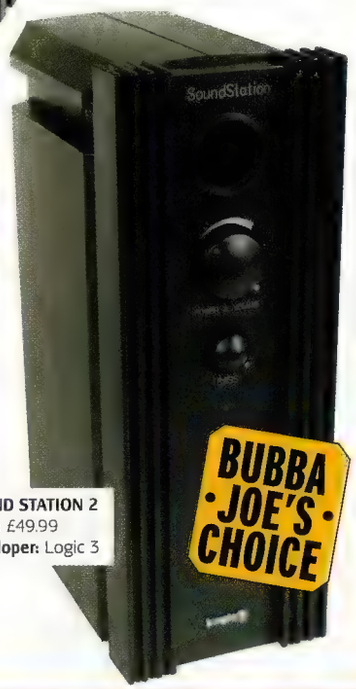
SNR

Stands for Signal/Noises Ratio – how many counts of signal you'll get for every count of 'noise'. Ideally, you want this to be as high as possible, to minimise the amount of distortion you get.

What to look for: Anything above about 6dB should work fine.

PS2 HOME CINEMA
Price: £34.99
Developer: Jag-Tec

PLAYWORKS PS2000 DIGITAL
Price: £179.99
Developer: Cambridge Soundworks



SOUND STATION 2
Price: £49.99
Developer: Logic 3

THE BUDGET CHOICE

SOUND STATION 2
Price: £49.99
Developer: Logic 3
Ring: 0208 902 2211
FLOYD SAYS: If you can't get enough of ribbed black boxes, Logic 3's offering's ideal – although we'd still prefer a bog-standard set of speakers next to our PS2. It works fine, though – and for a decent three-way set of speakers (one subwoofer and two satellites) it's probably the cheapest option you'll find. Clunky-looking but reliable.
BUBBA-JOE SAYS: An ah've still got plenty of money left for root-beer an' jerky.

BUCK ROGER'S CHOICE

PLAYWORKS PS2000 DIGITAL
Price: £179.99
Developer: Cambridge Soundworks
FLOYD SAYS: The PS2000 claims to provide virtual surround sound, using that oddly-shaped speaker to 'bounce' noises around your room, as well as including a separate subwoofer. Does it work? Yes, surprisingly well, but it's quite expensive and very ugly. Do you *really* want the head of Short Circuit's Johnny Five sitting on the top of your TV?
BUBBA-JOE SAYS: Floyd, why's the noise comin' from behin' me? Ahm scairt, Floyd...

THE YOUNG 'UNS CHOICE

PS2 HOME CINEMA
Price: £34.99
Developer: Jag-Tec
Ring: 0845 345 3700
FLOYD SAYS: Well, full marks for looking smart. Just slot your console into the handy vertical stand, then slide the speakers in on either side of it – it's a neat way to stop your gaming area getting too cluttered. The speakers aren't up to much, though – this is a system squarely aimed at the younger end of the market who have to make do with portable TVs in their rooms. But it's an inexpensive way of boosting your existing sound.
BUBBA-JOE SAYS: Ain't it cute? Like my pet hawg, Betsy.

FLOYD EXPLAINS IT ALL

Surround sound – is it worth the bother?

Most surround sound systems use four speakers – left, centre, right and 'surround' – to give the surround effect. Then there's Dolby 5.1, which uses five channels – left, right, centre, left-surround and right-surround. The ".1" is for the Low Frequency Effects that you tend to feel more than hear – it's technically a sixth channel, but it only needs about a tenth of the bandwidth used by the other five.

Why not?
Since it's an extra programming hassle, most software companies are sensibly waiting for the potential market to expand before they bother making games compatible with surround sound. Most games'll sound better with multiple speakers, but you won't get those whooshing Doppler effects you hear in the cinemas. *The Bouncer's* the only PS2 title specifically coded for Dolby Surround so far, and even then it only works in selected cut-scenes. The effect's impressive but the game's not up to much.

So there's no point in getting surround sound?
If you're a film nut, it's worth considering – almost all DVDs support the system. Also, it's only a matter of time before other big-budget games make use of surround sound or even Dolby 5.1.

SUBSCRIPTION OFFER!

GUARANTEE YOUR NEXT SIX ISSUES OF **PSM2** COMPLETE WITH DEMO DVD - ALL RUSHED HOT OFF THE PRESS, STRAIGHT TO YOUR DOOR!

6 ISSUES FOR ONLY £19.99 WHEN YOU SUBSCRIBE TODAY!

☐ YES, I WANT TO SUBSCRIBE TO PSM2

Your details

Title _____ Initials _____ Surname _____

Address _____

Postcode _____ Country _____

Daytime telephone number _____

E-mail address _____

Please choose your method of payment 1, 2, 3 or 4.

1 ☐ Direct Debit (UK only) SAVE 17% on 6 issues ONLY £19.99.
(Full amount will be deducted in advance and in one lump sum)

All prices are for 6 issues

UK (cheque/credit card) £19.99

Europe (Inc. Eire & N. USA)* £21.69

Rest of the world* £26.30

*AIRMAIL

2 ☐ Cheque (payable to Future Publishing Ltd. Sterling cheques drawn on a UK account.)

3 ☐ Visa ☐ MasterCard

4 ☐ Switch Issue No/Valid date _____

Card No _____ Expires _____

Signature _____ Date _____

UK readers return this coupon to:

PSM2 Subscriptions, Future Publishing Ltd, Freepost BS4900, Somerton, Somerset, TA11 6BR

Overseas readers return this coupon (postage payable) to:

PSM2 Subscriptions, Future Publishing Ltd, Cary Court, Somerton, Somerset, TA11 6TB, UK

☐ Please tick this box if you would prefer not to receive information on other offers.

Your subscription will start with the next available issue

Instruction to your Bank or Building Society to pay Direct Debits.

future publishing
Media with passion

DIRECT Debit

Future Publishing Ltd. Cary Court, Somerton. Somerset. TA11 6BR

Originator's Identification Number

7	6	8	1	9	5

Please send this form to address shown

1. Name and full postal address of your Bank or Building Society branch

To: The Manager

_____ Bank/Building Society

Address _____

_____ Postcode _____

2. Name(s) of account holder(s)

3. Branch sort code (from the top right-hand corner of your cheque) ☐☐☐☐☐☐

4. Bank or Building Society account number ☐☐☐☐☐☐☐☐

5. Instruction to your Bank or Building Society

Please pay Future Publishing Direct Debits from the account detailed on this Instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Future Publishing and if so, details will be passed electronically to my bank or building society.

Signature(s) _____ Date _____

Ref No (Office use only) _____

Banks and Building Societies may not accept Direct Debit Instructions for some types of account

Order code: UPLP12 Important - you may photocopy this blank form and then complete it. You cannot fax or e-mail Direct Debit forms. Offer ends 09.08.2001

Look at old Mickey Schmoo go!
You'll get the new PSM2 if it kills him!
Roy Choi's prosthetic hand won't
stop him delivering your issue!

DON'T MISS OUT!

GET PSM2 RUSHED STRAIGHT TO YOU

Direct to your door – unrivalled PS2 news, previews and reviews, plus a dynamic demo DVD!*

HOW? You can subscribe to PSM2 today via our website

www.futurenet.com/promotion/pg012/107

It's instant, easy and safe – the secure server guarantees your protection on the Net. Local call rates apply in the UK. Just click on this promotion and register your subscription now.

OR... Pick up the phone and call **01458 271187** quoting UPLP12

OR... Fill out the coupon and send it us by **FREEPOST** (UK only)

*Sorry, DVD not available in the USA.

BACK ISSUES!

COMPLETE YOUR COLLECTION OF BRITAIN'S FIRST AND BEST PLAYSTATION 2 MAGAZINE

MISSED AN ISSUE OF YOUR FAVOURITE PS2 MAG?

Individual back issue prices indicated. Please call the number below for availability and ordering.

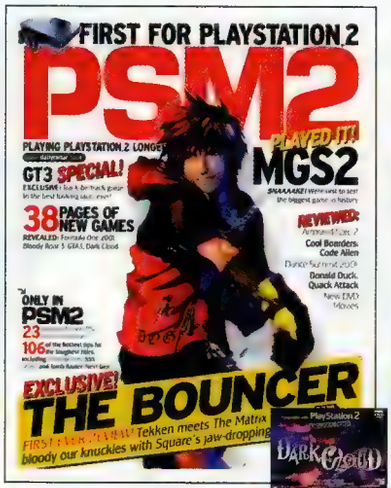
ISSUE #01
October Sold Out
PREVIEWS include: GT3 **REVIEWS include:** TimeSplitters **PRO TIPS include:** SSX

ISSUE #02
November Sold Out
PREVIEWS include: GT3 **REVIEWS include:** TimeSplitters **PRO TIPS include:** SSX

ISSUE #03
December Sold Out
PREVIEWS include: GT3 **REVIEWS include:** TimeSplitters **PRO TIPS include:** SSX

ISSUE #04
Xmas Sold Out
PREVIEWS include: GT3 **REVIEWS include:** TimeSplitters **PRO TIPS include:** SSX

ISSUE #05
January Sold Out
PREVIEWS include: 2001 Preview Special **REVIEWS include:** DOA2 **PLUS:** PSM2 DVD #01



ISSUE #06
February Sold Out
PREVIEWS include: F1 2000 **REVIEWS include:** The Bouncer **PLUS:** PSM2 DVD #02

ISSUE #07
March Sold Out
PREVIEWS include: FF10, Devil May Cry **REVIEWS include:** Unreal Tournament **PLUS:** PSM2 DVD #03

ISSUE #08
April Last Few!
PREVIEWS include: Crazy Taxi, ISS **REVIEWS include:** Sky Odyssey **PLUS:** PSM2 DVD #04

ISSUE #09
May £4.99
PREVIEWS include: Super Bombad Racing **REVIEWS include:** F1 2001 **PLUS:** PSM2 DVD #05

ISSUE #10
June £4.99
PREVIEWS include: Red Faction, Silent Hill 2 **REVIEWS include:** GT3 (NTSC) **PLUS:** PSM2 DVD #06

ISSUE #11
July £4.99
PREVIEWS include: Massive 25-page E3 report **REVIEWS include:** Red Faction **PLUS:** PSM2 DVD #07

CALL THE PSM2 BACK ISSUES BATPHONE:

01458 271187

The magazine that plays PS2 longer, harder, faster than anyone else.
If you missed last issue, you're missing out – snap up a copy now!

MORE GAMES! MORE INFO! NO BULL!

FANCY A 'NIBBAL?

REVIEWED INSIDE: OVER 1400 DISCS
WHAT DVD
PLUS THE LATEST PLAYERS TESTED
Movies are only the half of it
DRUGS 101
Dope, dealers and DVD: your movie guide to getting high
Issue 28
August 2001
Only £3.25
"Don't mention the war!"
Fawlty Towers comes to DVD
New US releases:
Cast Away Traffic Requiem For A Dream Dungeons & Dragons AntiTrust and more
EXCLUSIVE
Hannibal
What you'll see on the DVD
Behind the scenes: horror in the making
Exclusive Anthony Hopkins interview
EVERY NEW DISC RATED
VERTICAL LIMIT
ME, MYSELF & IRENE
ROAD TRIP SCARY MOVIE 2001: A SPACE ODYSSEY RED PLANET
THE SOPRANOS: SERIES TWO THE AVENGERS BOX SET
and many more
F1: A Winning Formula
The essential DVD for speed freaks
Cut it out!
The best bits you've never seen – now on DVD
Can you get this fit?
Anna Kournikova's new DVD workout

EAT! Exclusive *Hannibal* preview: the DVD, the story behind the film, and Hopkins talks to us about eating brains

---

SMOKE! Sign up for our Drugs 101 class to learn everything you ever wanted to know about drugs...from DVD

CUT! The best deleted scenes and alternative endings – and the stories behind them

---

Vertical Limit Scary Movie Me, Myself & Irene Road Trip: Unseen & Explicit The Sopranos Formula 1 2000 Jennifer Lopez and more...

WHAT DVD ISSUE 28 ■ ON SALE NOW

BOG READ

"PSM2 MEETS NUMBER TWOS - THORNY ISSUES EXPLORED ON THE THRONE"

INVESTIGATOR: Joel Snape

SCREEN VIOLENCE

Another movie licence, another disappointing mess with a couple of exciting fights. Why don't they work?

You've probably seen it by now. OK, the bungee-rope shooting bit's quite entertaining, and there's a very cool bit on a motorbike – but there's no denying that Tomb Raider seems a bit... cold. The plot's full of gaping holes, the dialogue's terrible, and several of the action sequences lack any palpable sense of excitement. It's a disappointment, but it's not entirely surprising. Cast your mind back and try to remember a good film based on a game. Right. Chances are, you're currently visualising Bob Hoskins in a pair of dungarees or Raul Julia flying about on wires. Eugh.

The obvious question, then – is there something about games that makes them inherently bad subject matter for films? What keeps going wrong?

"Marketing before script," says Total Film's Cam Winstanley, "since games have a built-in audience and recognition, the money and the stars are taken on board before anyone thinks to write a decent story. Combined with the need to get the movie out in a time frame when the game is still popular, you end up with Simon West writing a script for Tomb Raider from scratch in three months while everyone around him's already building sets. Consequently you have a film that's little more than a series of action set-pieces linked by the flimsiest of plots."

"CHANCES ARE, YOU'RE CURRENTLY VISUALISING BOB HOSKINS IN A PAIR OF DUNGAREES OR RAUL JULIA FLYING ABOUT ON WIRES"

MISAPPROPRIATION OF FUN

Fair enough, but that points to an even more worrying trend. After all, action set-pieces are what most games are all about. It's possible to have what's fundamentally the same fight ten times in *Street Fighter* without getting bored – but films need a bit more structure to keep your attention. Does that mean that games of films are doomed from the outset – either to abandon the feel of the game or to be a turgid mess?

"It's important to remember that games and films are essentially different mediums," says Bits grrrl Emily Booth. "Film is a passive form of entertainment where we want to be surprised and manipulated, not take control. When a film tries to recreate a game, massive chunks have to be made up, usually resulting in vacuous time-fillers, because these are the bits where people are actually enjoying playing the game – not just watching it."

There's also the problem of what seems sensible or justifiable in games appearing absolutely ludicrous in films. "Our concentration spans are different in games," says Emily, "so games can sometimes get away with suddenly introducing a giant moth to kill – as in *Silent Hill* – but in a film that'd look dumb and unbelievable." Unless, of course, you've seen the zombie pygmies in The Mummy Returns, which make everything else seem completely sensible. Cam Winstanley agrees: "Tomb Raider's problem resolution – shooting everything in sight – isn't the only gameplay aspect transposed from the game to the movie. Unlike the totally human Indiana Jones, Lara never once loses her cool, is never panicked and constantly stares into the face of death almost as if she doesn't care whether she lives or dies. Which is spot-on for the game, but does crank the dramatic heat down a few thousand degrees. And finally, completely binning the classic three act structure of movies – status quo upset by event; series of obstacles presented; obstacles defeated and a return to the status quo – Tomb Raider takes the simpler: problem presented, problem solved; problem presented, problem solved; end of level baddie, construction of a videogame. Which might be fine for younger viewers, and very 21st century, but slightly upsetting for film goers."

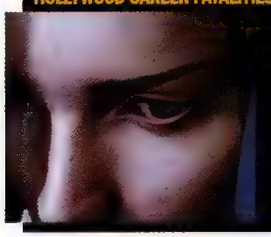
RESIDENT UPHEAVAL

Another good example of the confusion that creeps in when games are translated by committee is obvious in the saga behind Resident Evil: Ground Zero. Zombie-meister George Romero's directed Japanese TV commercials for *Resi 2*, and the team often cite him as an influence on the game. As the director of the Living Dead trilogy, he seemed like the obvious choice. For a while, it looked like he was certain to be at the helm... and then, suddenly, he wasn't. Romero, understandably, was upset: "We busted balls writing drafts of that screenplay. I'm talking 72 hours straight. Deep in my heart, I felt that Resident Evil was a rip-off of Night of the Living Dead. I had no legal case, but I was resentful. And torn... because I liked the videogame. I wanted to do the film partly because I wanted to say, 'Look here! This is how you do this shit!'" The reason for the split isn't clear – although rumours suggest that Romero's script drafts took too many liberties with the plot – to the extent of introducing a romance between Jill and Chris. Since most of the central characters have now been scrapped in favour of characters like Milla Jovovich's Alice, this doesn't seem too likely.

More convincing are reports that Capcom weren't entirely happy with the elements of

"I'LL DISCUSS IT WITH MY AGENT"

HOLLYWOOD CAREER FATALITIES



Fancy killing your career? Appear in a game-related film. As Mortal Kombat entered pre-production, a then-unknown actress, Cameron Diaz, was all set to take the role of Sonya Blade – until she broke her wrist and got replaced by Bridgette Wilson. Six years on, Ms Diaz gets $10m a film, while Ms Wilson's career highlights include I Know What You Did Last Summer and The House on Haunted Hill. Meanwhile, the lovely Ming-Na – Chun Li in *Street Fighter: The Movie* – went on to... um, voice Aki in Final Fantasy: The Spirits Within.

BUDGET GAMES

Those films...and how they did at the box office.

[illegible]	$80m (so far)
[illegible]	$70m
[illegible]	$35m
[illegible]	$33m
[illegible]	$33m
[illegible]	$20m
[illegible]	$11m

humour that Romero tried to introduce into the film – to the extent of putting shades on the zombies. In either case, he's been replaced by Paul Anderson as both writer and director.

Anderson's track record's more convincing than you'd think – after all, he's got one of the most faithful interpretations of a videogame ever made already on his CV. Yes, Mortal Kombat was badly acted and it didn't have much of a plot – but it had characters that looked like the people they were supposed to be playing and followed the game's plot fairly closely. And most importantly, of course, it had absolutely *loads* of fighting in it. In this respect, it's the closest Hollywood's got to the style of another huge film-making industry – and one that tends to do game conversions *properly*. The Anime business.

"MANGA OFFERINGS SIMPLY ASSUME YOU KNOW WHO EVERYONE IS, WHICH LEAVES MORE TIME FOR WATCHING THEM BEAT EACH OTHER UP"

Here's a quick exercise. Compare Street Fighter: The Movie with its animated counterpart. One's a tremendously exciting whirlwind of fight scenes strung together with a decent-ish plot – and the other one's got Kylie Minogue in it. The difference is that in Japan, games are so popular, and Anime's so relatively low-budget, that there's no need to take creative liberties with their content.

In the Jean-Claude Van Damme version, the entire plot's structured around an American central character and a couple of big military bits that don't have anything to do with the game. Incidental characters get crowbarred in for no reason – so Deejay's a hired goon, Dhalsim's a scientist and Ryu's a – get this – con man.

The Manga offering simply assumes that you'll know who everyone is, which leaves more time for watching them beat each other up. It doesn't bother with explaining *why* the characters can do fireballs – and it doesn't feel the need for elaborate character development. In fact, it takes an approach that's almost impossible for films on larger budgets – simply working on the premise that anyone watching the film is sufficiently immersed in the game's world to have a good idea of what's going on.

LOFTY CONVERSIONS

It's a system that's also worked for a *Street Fighter* TV series and a *Tekken* film – and in Japan, even games like *Fatal Fury* have come in for the animated treatment. Promisingly, it's also set to be tried in live-action films, courtesy of the flourishing Hong Kong film industry. God of Fist Style – or The Legend of Tekken, as it'll be known over here – stars Jackie Chan cohorts Sammo Hung and Yuen Biao as Heihachi and Kazuya respectively. It's also being helmed by Corey Yuen – the man behind classic Jet Li flicks like The Enforcer and The Legend of Fong-Sai Yuk. If nothing else, the fights'll be phenomenal.

So can Hollywood embrace the Eastern ethic, and make cheap 'n' cheerful pics designed for hardcore gamesplayers? What's the future for computer game conversions? "I think they're a creative cul-de-sac that's being plundered regardless by a studio system that's run out of ideas," says Cam Winstanley. "Final Fantasy promises awesome visuals but a limp plot, and that's as exciting as it gets."

Still, PSM2 remains cautiously optimistic. There's the possibility of The Rock – the loudest, most charismatic and muscular man in wrestling – playing Duke Nukem, which is inspired casting. Initial reports from the set of Resident Evil: Ground Zero are promising. Director Steven Lisberger's set to remake his only good film as Tron 2.0. And there are even rumours of a third Mortal Kombat film. Maybe there's hope yet. **PSM2**

DEAD CAN DANCE

You might think being a Resi zombie would be easy – just hold out your arms and shuffle. Not so. "The actors playing the undead (in the movie) had weeks of training at a special school," says producer Jeremy Bolt. "But we didn't hire anyone who auditioned with a 'Thriller'-like dance." Makes you wonder if any of the 'actors' actually played the game...

BOG MOUTH!

THE INDUSTRY SPEAKS TO PSM2

The people in the industry talk about decent game-to-film conversions – and where we go from here.

"Tomb Raider's without doubt the most *accurate* conversion from game to screen, although that doesn't make it particularly exciting. A climactic moment where she (SPOILER) faces a giant animated Buddha statue is resolved the same way as everything... by her shooting the statue until it shatters. Accurate? Yes. Interesting? Not really."

"I think *Silent Hill* – my fave game ever – could be a brilliant film if it didn't get a Hollywood makeover."

"*FF10* is always going to interest someone like me regardless of the story because it's fully pre-rendered, and I like a bit of that! But *Tekken* could be Enter the Dragon 2001, so that's the one that really gets my juices going."

"The acting in the first *Resident Evil* was the worst and the dialogue was really bad... I speak as a gamer. If all I'm seeing from the movie is the first game, with all the bad dialogue transposed onto film, then that's not a very good film experience for me."

"Any real fan will tell you that *Tomb Raider* is bubblegum... *Resident Evil* is horrible stuff. Violent, bloody, gory... great."

NEXT MONTH

GETTING READY FOR X-BOX

As Sony gear up to consolidate their position in the face of rapidly advancing opposition, will the price cut and *GT3* package be enough?

E mail us with your views today

PSM2@FUTURENET.CO.UK

ON SALE NOW

AVOID DISAPPOINTMENT

RESERVE YOUR COPY NOW!

GIVE THIS FORM TO YOUR FRIENDLY LOCAL NEWSAGENT, AND HE'LL KEEP YOU A COPY OF THIS ACTION PACKED MOTOCROSS MONTHLY

Name:

Address:

Postcode:

Dear Newsagent: *MXUK* is available from your local wholesaler

FREE STUFF!

WIN A PS2!

Some of you reading PSM2 might not be able to afford a PS2 just yet. No worries – here's your chance to get hold of some kit right now.

The horror of on-line shopping, eh? Secure sites – great. Job done. But gamble with unsecured ones and, if unwanted cyber-eyes spy your credit card details, you could find yourself being billed for endless suitcases of tree frogs. Or worse.

Not if you use Splash Plastic – the new, flexible way to shop on-line. Like a pre-paid mobile phone you simply top up your free card (easy to get hold of at *www.splashplastic.com*) with cash, and that's it – you can't get into debt with it 'cos you can only spend what you've topped up.

One Internet site that's Splash Plastic (and PS2) friendly is *www.1shopforall.co.uk*. And lucky for you, they've given us hold of a bundle of PS2-related prizes to give away.

To win, you'll need to answer the following question correctly:

When was PlayStation 2 *first* launched on a hugely excited world?

a) January 1st 2000
b) March 4th 2000
c) April 1st 2000

Send your answer on the back of a postcard to: **Splashtastic! PSM2, Future Publishing, 30 Monmouth St, Bath BA1 2BW**. The first correct entry plucked at random after the closing date will bag a brand new PS2, plus five top PS2 titles. Ten runners-up will each receive a Splash Plastic card charged with £20.

There's a clue to the answer at *www.1shopforall.co.uk* and an alternative on-line way of entering.

All the usual rules apply.
The Editor's decision is final.
Closing date: Monday 10th Sept.

GAME FRAME
- Heavy duty construction
- Racing bucket seat
- Choice of red or blue
- Fully adjustable
- Interlocking tubes
- Easy to assemble
- Complete with wheel & pedals
- PlayStation and PlayStation2 compatible

Game Frame Ltd
Tel: 01527 858617
Fax: 01527 854333
Email:
info@gameframe.co.uk

NOKIA -Ringtones & Graphics
MOTOROLA & SAGEM -Ringtones Only
RINGTONES & GRAPHICS
TOP RINGTONES
Ref:
1. STAN 105859
2. NEXT EPISODE 138444
3. SAY MY NAME 102937
4. YOU MAKE ME SICK 118263
5. I WANNA BE YOU 143149
NOK MOT SAG
ICONS
REF: 103663
REF: 120575
REF: 139399
REF: 100848
REF: 111566
REF: 104645
only 75p per min
There's 1000's more to choose from!
09069 525 503
www.iconaphone.com
Calls cost 75p/min from landline. Mobile operators may charge more. Ask bill payers permission before calling. Av. call 2 mins. Iconaphone Box1896 WC1N 3XX. Before ordering check phone compatibility with our service or with your manufacturer. Customer service No 0870 121 9565.

PS M2
To advertise here, please call our Sales Team on 01225 442244

30 SECONDS TO HEAVEN
ADULTS ONLY
LIVE INSTANT PLEASURE
09090 663 303
PO BOX BCM8602, LONDON W1N 3XX. CALLS COST £1 PER MIN, AT ALL TIMES. ALL CALLS RECORDED
Dating Direct 09068 38 38 98
INTERACTIVE MESSAGE EXCHANGE
P.O. BOX BCM1451, LONDON WC1N 3XX. 08088 CALLS COST 80P PER MINUTE AT ALL TIMES.

sids-shop.com
- PS2 for £284.99 (hurry while in stock!)
- PS1 for £79.99
- Buy any two PS2 games for £35.00 each
- Buy any PSone games for £25.00 each
- Buy any new GameBoy games for £22.50
- Buy a PSone screen for £99.99 (hurry while in stock!)

Don't delay - log on now at www.sids-shop.com

PSM2 Retail Directory
to advertise in this space please contact the Sales Team on 01225 442244

FUNHOUSE
Your 1 stop video games shop. Every UK PlayStation 2 game stocked. Next day delivery anywhere in the UK. 1000s of games all formats stocked
www.playstationgames.net
Tel: 01322 523416 Fax: 01322 559672
31 Crayford High St, Crayford, Kent DA1 4HH

COMPUTERS 2 GAMES
Cheapest games online look at www.computers2games.co.uk or ring our sales hotline on 01923 256060

PHONE-E-BITS
FOR ALL YOUR MOBILE PHONE ACCESSORIES VISIT
www.FSMARKETPLACE.CO.UK/PHONEEBITS
TO PURCHASE SECURELY ON-LINE: DATACABLES, PHONE FRONTS, SIM CARDS AND MANY MORE GOODIES

"It is possible to complete all the objectives in one run through a mission, but it's really tough"

MICHAEL GOTTLIEB

EXECUTIVE PRODUCER ON SPY HUNTER

Talks to Jonathan Bryant

He's a man with a need, a need for speed... oh, and bumper-mounted machine guns. PSM2 caught up with Michael 'Tommy' Gottlieb just as *Spy Hunter* enters the final stages of testing prior to its launch this October. So if you want to find out exactly what's happened to the Inspector Gadget of cars since the sprite driven days of 1983, read on...

We've played an early version of the code and every aspect of the game makes for an effortless, arcade experience. Except for aiming guided missiles. Will this be revised before the final version?
The control mapping won't be changed but we are changing the code so you cycle through the targets in a more intuitive fashion when you press the left Analogue stick. At one point we had the guided missiles default to a target when selected, but some players complained about losing the ability to use a guided missile in an unguided capacity.

You've managed to build a linear structure to the gameplay while, at the same time, providing an incredible sense of scale and freedom. How've you managed this?
I think this is a function of two things. First, the tracks are nice and wide – giving you a lot of real estate to manoeuvre around. I've always had problems with claustrophobic tracks in driving games and we knew there would be combat, so we wanted to design the tracks so the player had plenty of room. Second, there're lots of short-cuts within the game that lead you to different areas, which really enhances replayability.

Compared to the other levels we've played, Swamp Venom is incredibly tricky to master. Where do you think this level stands in a scale of difficulty that covers the game as a whole?
We're in the final stages of tuning and tweaking and all the levels will have some adjustment to difficulty before we ship. I agree that Swamp Venom is really hard right now but we are planning on making the car take less damage when hit so that'll help give you more of a fighting chance.

The various routes through the level allows for plenty of replay value. That said, is it possible to learn a specific route that gives you a chance to achieve all your objectives in just one go?
Yes, it is possible to complete all the objectives in one run through a mission but it's really tough. You have no idea how long we argued about that one. Designing the missions in such a fashion that you needed to drive through each one multiple times to complete all the objectives was something we preferred from the design side. The problem was that it broke one of my philosophies of game design, which is to say that the player should be able to complete all the objectives in one run, thus allowing the player to achieve perfection. The other design did not allow for a perfect run, which I thought was a bit of a downer.

The game seems very mission driven rather than focusing on any characters or plot. Was this a conscious decision arising from the fact that, ultimately, the car's the star?
Absolutely, that's also the reason we killed the idea of the player being able to get out of the car and run around, even though it presented some interesting possibilities. On another note, there's an opening FMV that we're creating that tells you about the NOSTRA organisation and their plans. You then move into the gameplay with an understanding of why you're fighting and what you're fighting for.

Some of the enemy encounters allow for a vast amount of on-screen activity without a trace of slowdown. Has PS2's architecture been directly responsible for this kind of visual complexity?
The programmers at Paradigm are very good and they're the reason that *Spy Hunter* has so much detail and complexity within the scene, while still maintaining a smooth and quick framerate. PS2's a very powerful machine but you need really good programmers to fully exploit what it's capable of. We firmly believe we've pushed PS2 to a whole new level with *Spy Hunter*.

Paradigm have always been a name synonymous with an attention to realism. How does a developer philosophy like this fit in with the knockabout thrills of *Spy Hunter*?
Very well. *Spy Hunter* has a photo-realistic art style yet it has great fantasy in design. From the beginning, we wanted the car to be so realistic that you'd actually want to own one. A cartoony or exaggerated art style would have ruined the illusion of realism that we were attempting to create. On the other hand, we opened our minds with mission and track design and focused on what'd be fun as opposed to completely realistic. Given the result, I think we made the right decisions.

Seeing that the company is now owned by Infogrames, how come Midway are publishing *Spy Hunter*?
Midway had a deal in place with Paradigm Entertainment previous to their purchase. Paradigm is then fulfilling their outstanding work with Midway that was previously in process. I'd also like to say that I have a great deal of respect and admiration for Infogrames in that they were 100 percent supportive of Paradigm finishing this game with Midway and have been outstanding to work with.

TEAM EXTRAS

If you're ever over in Dallas, Texas be sure to check out Paradigm Entertainment's swanky offices situated just off Valwood Parkway. With over 80 staff and a legacy of decent titles on N64 – including the seminal *Pilot Wings* and *Beetle Adventure Racing* – this, their first outing on PS2, promises great things from them in the future.

SPY HUNTER

ENTERTAINMENT USA: Paradigm's palatial offices in Dallas, Texas.

TOP GEAR: Michael Gottlieb with a dinky model of *Spy Hunter's* desirable star.

"Cool"
"Weapon design was mostly a function of what we though was cool and would do the most damage"
SPY HUNTER

MICHAEL GOTTLIEB

A recent Paradigm press release states that "Gamers will be able to use their multi-weaponed spy mobile to travel on air, land, or sea." We've seen four transformations of the G-1665 (car, boat, motorbike and jet ski) are there going to be any more?
Spy Hunter will have four transformations as you've mentioned. Flying in the air? Perhaps *Spy Hunter 2*...

You seem to have out-Bonded Mr Bond with the number of gadgets available in the game. Were any of the 007 cars an influence in the construction of the game's central vehicle?
Not really. We looked more toward the design of the original *Spy Hunter* for inspiration. Also, we didn't have the restrictions of a licence so we were free to take any creative direction we wished. Weapon design was mostly a function of what we thought was cool and would do the most damage.

What's your favourite weapon and how've you used it to best effect?
My favourite weapons are the swarmer missiles – they do a ton of damage and have a great graphical effect. The trick is to keep locking on and they will take out the selected target as well as cause collateral damage, which is always nice.

During the intro we get to see a brief glimpse of the character who's supposedly driving the vehicle throughout the game. Who is he, and who does he work for?
Who is he? The darker side of the game designer, Shawn Wright. Seriously though, the Spy Hunter has a past, present and future but in this instalment, you simply learn that he must fight NOSTRA and stay alive. He works for IES which is a spy organisation created to stop the evil forces of NOSTRA.

FANTASTIC VOYAGE: Take the arse out of these ships and you can drive up inside them.

The choice of using retro hot rods as the main enemy vehicle is an interesting one. What promoted it?
That design was the brainchild of art director/game designer Shawn Wright. It was the result of several approaches to design with this one being the best. I think it might have been inspired by that scene in the movie Grease where the hot rod with the blade spinning in the wheel is used to grind the other car to bits.

PANEL BEATER: The G-1665 comes with both offensive and defensive weapons.

CAR-NAGE: Machine guns do for all but the largest, or most inaccessible, foes.

STEP UP TRANSFORMER: It's the old rotating camera during vehicle transitions.

HOT RODNEY: These retro-cool motors cause you no end of bother during missions.

ARTICULATED ARSENAL: The truck, as in the original, provides repairs and weapons upgrades.

***Spy Hunter* on PS2 hasn't taken the original and completely rewritten it. In fact it almost feels like a 3D homage to the old-skool classic at times. Is this a result of you being big fans of the first arcade cabinet?**
No question. The original game rocked, and Shawn Wright and I were both quick to agree that we needed to be true to the original. That being said, I hate nothing more that the idea of 'retro-gaming' via taking a great old game and remaking it as '3D crap'. It was also the desire and design directive to make this game stand on its own without the *Spy Hunter* name and I think we've done that.

Did George Gomez – the original designer – have any input?
George is a great friend and we've known each other for quite a long time. I spoke with George about the game but our conversations were more about what he wanted the player to feel when playing the original game as opposed to strict design. That stayed with me through the work on our game and I think this one gets your heart pounding every bit as much as the original.

There's still a large, net and emulation-orientated fan base for the original. Do you think there's something in your update version that'll have gamers going all misty eyed in 20 years time?
Boy, I sure hope so. Great games stand the test of time and we really would like this one to be remembered as great. Hopefully, you'll get your dusty old PS2 out in 2020, pop in *Spy Hunter* just to goof around and still have fun. That would be cool. Come to think of it, my sons are 18 months and three years old, so I will have to ask them in 15 years if their Dad's crusty old *Spy Hunter* holds up against the latest 356-bit hologram games of the day.

Is there anything you can tell us about the game that you haven't told anyone else? For example, are there any shocks or surprises that we haven't heard about as yet?
Oh boy, this DVD has so much stuff on it... I guess the coolest thing is that if you finish the game, you unlock a music video of an awesome band, Saliva, playing a new version of the *Peter Gunn Theme* that rocks beyond belief. Beyond that, there're test animatics, interviews, an art gallery, alternate versions of FMVs and tons of extra music. I'd compare it to one of the really good Special Edition movie DVDs. It'll certainly be unique, and we hope the players enjoy the game and all the great extra stuff that we worked so hard to include. PSM2

ALL A BIT JENNY POWELL

Spin the wheel, slap the handbrake on and you'll be rewarded with an excellent example of how well the G-1665 handles alongside a snap shot of Paradigm's attention to detail – just look at those accurate tyre tracks.

[illegible]: Practice those essential handbrake turns on the test track...

SKID VICIOUS: Then try them out in the field. Handy for turning your guns on pursuers.

[illegible]: Collect all four satellite bonuses on each level with huge leaps

DON'T MISS THIS!

"LIGHTS, CAMERA, TRACTION!"

YOUR QUESTIONS ANSWERED IN PART TWO OF OUR ESSENTIAL ON-LINE PS2 GAMING GUIDE

WORLD EXCLUSIVE!

STUNTMAN: FIRST PLAY

We go hands-on with Reflection Studios' incredible Hollywood daredevil simulator. Lunatic stunts, exotic locations and more explosions than's probably good for you.

REVEALED! THE TRUTH ABOUT...

WWF SMACKDOWN!

Just Bring It comes backstage with lengths of four-b'-two and a step ladder. All the latest in-game details – only with PSM2.

FIFA 2002

It looked good last time out but played like a donkey. Now it's threatening to challenge *ISS* as the premier footie title.

PLUS ALL THESE:

Gran Turismo 3 – part one of our pro driver's guide, SSX Tricky, Project Eden, Virtua Fighter 4, TimeSplitters 2 **LOADS MORE...**

NEXT ISSUE, SEE THESE IN ACTION!

- Final Fantasy 10
- Virtua Fighter 4
- Stuntman
- Phase Paradox
- WWF Smackdown! Just Bring It
- Maximo
- Top Gun
- The Weakest Link
- MX 2002
- Dredd vs Death
- Paris Dakar
- Stunt GP
- Driven
- Gift

All these plus more – all in crystal clear DVD quality!

Due to game slippage, magazine contents subject to change

ALL IN THE NEXT ISSUE!

PSM2 #13 ON SALE

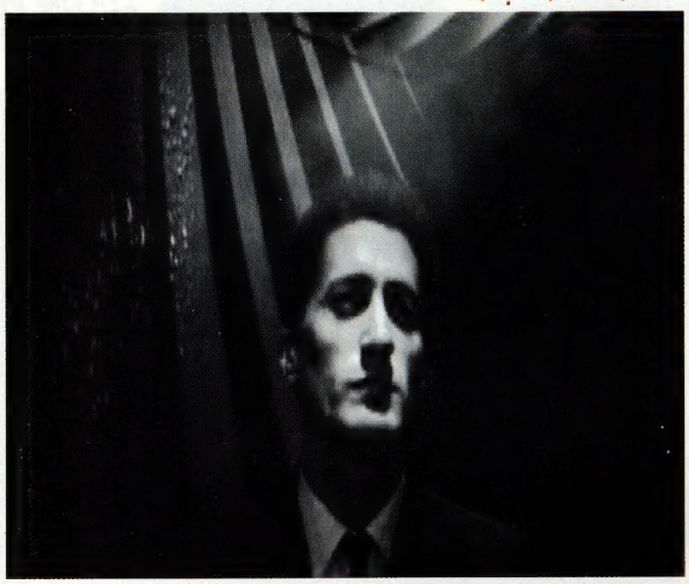
FRIDAY 10 AUGUST

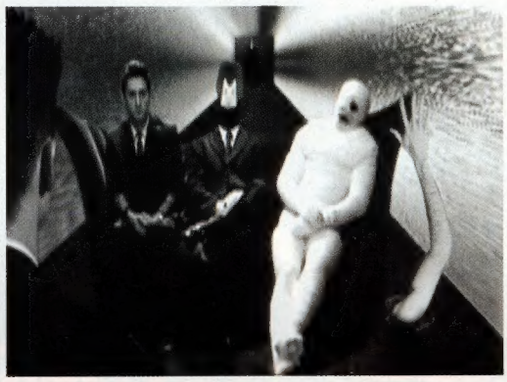
LAST LAUGH

WHERE REALITY LEAKS OUT OF YOUR CONSOLE, AND RUINS THE SHAG PILE

THE THIRD PLACE

It isn't work. It isn't home. It's the holiday of a lifetime!





Sony Delight Tours

FOOD AND DRINK

Our staff are on hand 24-hours to deliver you the choicest of snacks. Our specialities include the brewed-to-within-an-inch-of-its-life cuppa – created by the most dishevelled, slack-jawed chef that's ever shuffled around God's earth – and a delicious stale bread-based delicacy that we'll happily toss at you from an old carrier bag while clucking like a monkey with a cough.

KIDS

Although we're well aware that kids may want to experience the subtle paradox of the Third Place, we don't actively encourage it. In fact, even if you did bring your griping juveniles, we'd simply ignore them and give the 'older' types our undivided attention. We might bother if they're *really* trendy, mind, or they have the ability to hover menacingly in the night sky.

ACTIVITIES

You won't know where to start! Our range of local walks are designed to inspire, confuse and scare the b'Jesus out of you. Take in the sights and sounds from winding corridors of the mind that spiral forever inwardly, to the quiet park where our guide will happily stare at you from his empty sack of skin. Blue paint not included.

18-TO-30 CLUB

Join Duck Man, as he holds court in the boiler room. We encourage long stays that involve hanging on his every word in the hope that he might eventually quack something really abstract, or lay an egg. Guests are warned not to say anything inflammatory to his bandaged mate – we're not insured for a beating you won't understand.

DUCK MAN'S GANG

The clubbing is legendary, the serenity unrivalled, but there's more to the Third Place than meets the eye. The hotel is five star, but there's much more to enjoy than perching fearfully on the reception settee with a talking duck and a man covered in bandages.

The main street is notoriously popular with tourists. Why not lose yourself in the perpetually unfolding corridors of the town centre? After hours of featureless trudging and light-hearted flame-thrower attacks from the locals, you might feel like you're losing your head. Don't worry. It'll float back in a few moments.

The Third Place is surrounded by a dense layer of smoke which ensures you won't be spoilt for choice when sight-seeing. Why not check out Subliminal Message Road, where huge floating letters shaped like your favourite Marmite party snack float past and spell words like 'Where', 'Are' and 'We' to the distant wail of a broken siren. Confused? You will be, on the darkest holiday ever!

If you want to party all night, the Wave 'n' Shush club keeps up the pace until sunrise. This is the place to meet like-minded party animals from all over Europe. Who needs soothing Balearic beats and a bevvy of tanned beauties when you can can suffer patronising rejection from a mysterious Scandinavian lady while brain-addling siren blasts erode your sanity like a diamond-tipped electric woodpecker?

The Third Place has style, sophistication and speakers which go 'WAWAWA'. Why not make the booking of a lifetime? Release yourself from order and logic and enter a whole new place. It's not work. It's not home. It's a non-stop party. Welcome to the Third Place. **PSM2**

YOUR VIEW

Last season's customers rate the Third Place.

Accommodation
Location
Meals
Confusion
Vague disquiet
Kids' facilities

SPORTS

We provide the following leisure activities.

Uneasy corridor exploration ✓
Waiting Room lingering ✓
Spontaneous limb regurgitation ✓
Vacant staring ✓
Beach volleyball ✓

MR GOURD

"I've never been happier – the Third Place is a hoot!"

MRS A HURD

"I am thunder and sinew across your land."

PlayStation.2
www.uk.scee.com
STAR WARS
SUPER BOMBAD
RACING
Go head-to-head with other *Star Wars* fans, using the official 4-player multi-tap on PlayStation2
In ***Star Wars* Super Bombad Racing,** you and your friends can choose to be any one of a number of characters from all your favourite *Star Wars* films. Race against each other in space vehicles and remember, there's more at stake than pride here. Lose, and on your own head be it.

"PlayStation" and "PS2" are registered trademarks of Sony Computer Entertainment Inc. ©2001 Lucas Learning Ltd. And its licensors. ©2001 Lucasfilm Ltd. & TM. All rights reserved. Used under authorization. LucasArts and Lucas Learning are registered trademarks of Lucasfilm Ltd.

RUNE
VIKING WARLORD

One unstoppable viking on the road to Valhalla. Armed with all the skull-cracking, body chopping weaponry he can carry.

Before camouflage, warriors didn't hide.

www.take2games.com/rune

64045

humanhead

TAKE2interactive

PlayStation.2

Rune, HumanHead Studios and the HumanHead S... logo are trademarks of HumanHead Studios, Inc. ... logo and Take 2 Interactive Software are trademarks of Take 2 Interactive Software. All rights reserved. "Playstation" and the "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and trade names are properties of their respective owners. © 2001 Take 2 Interactive.

Made with love by

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!